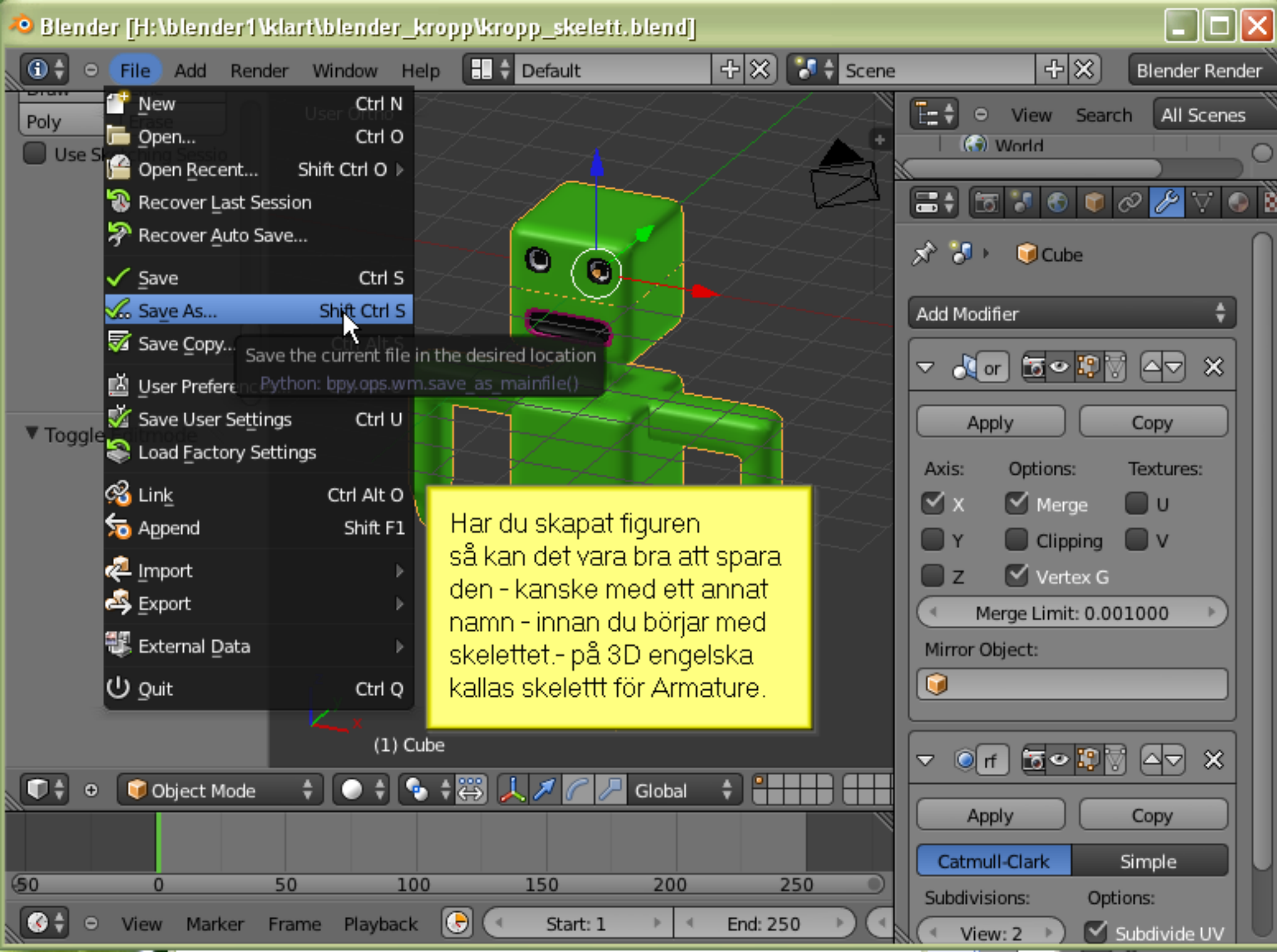
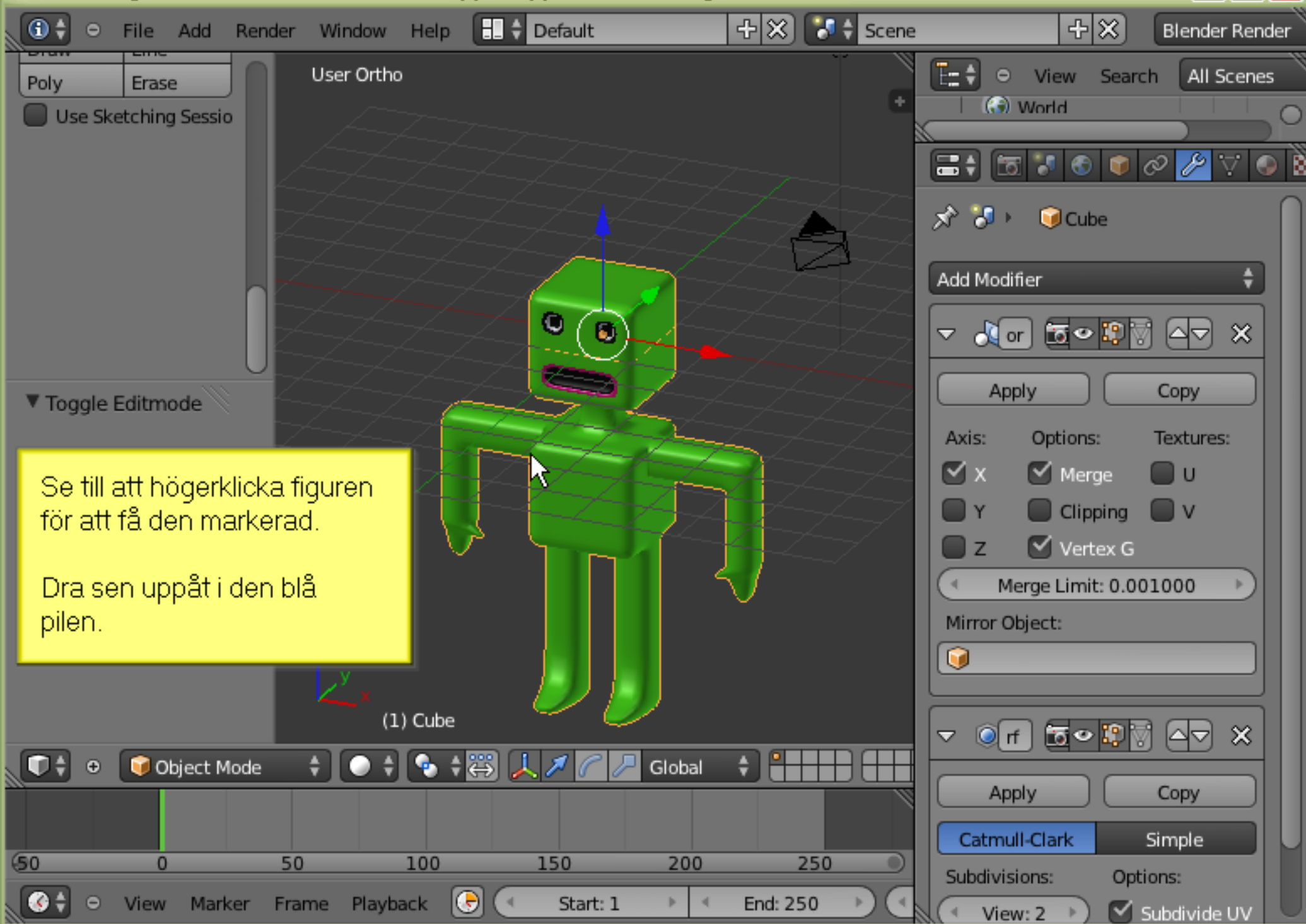
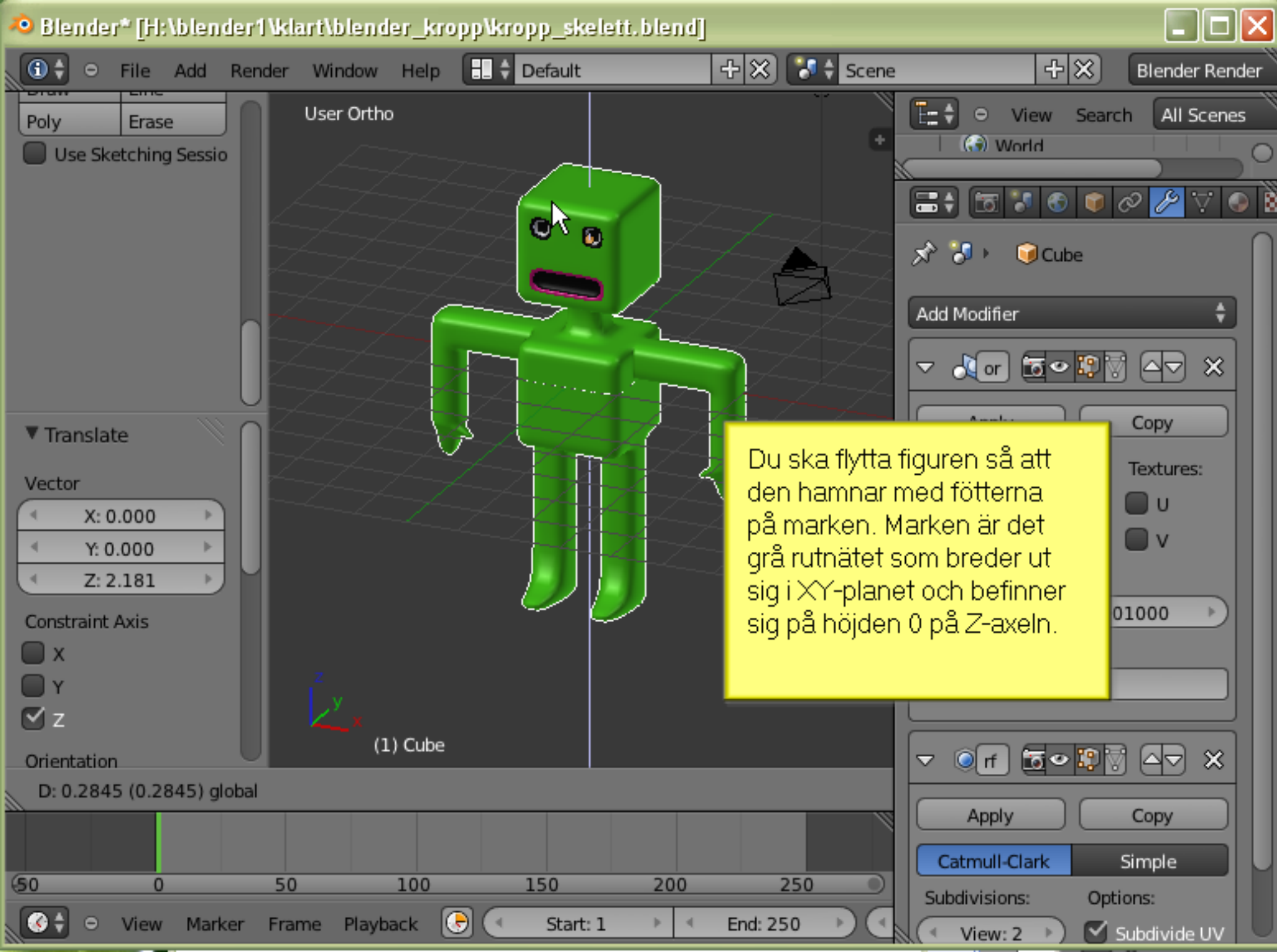
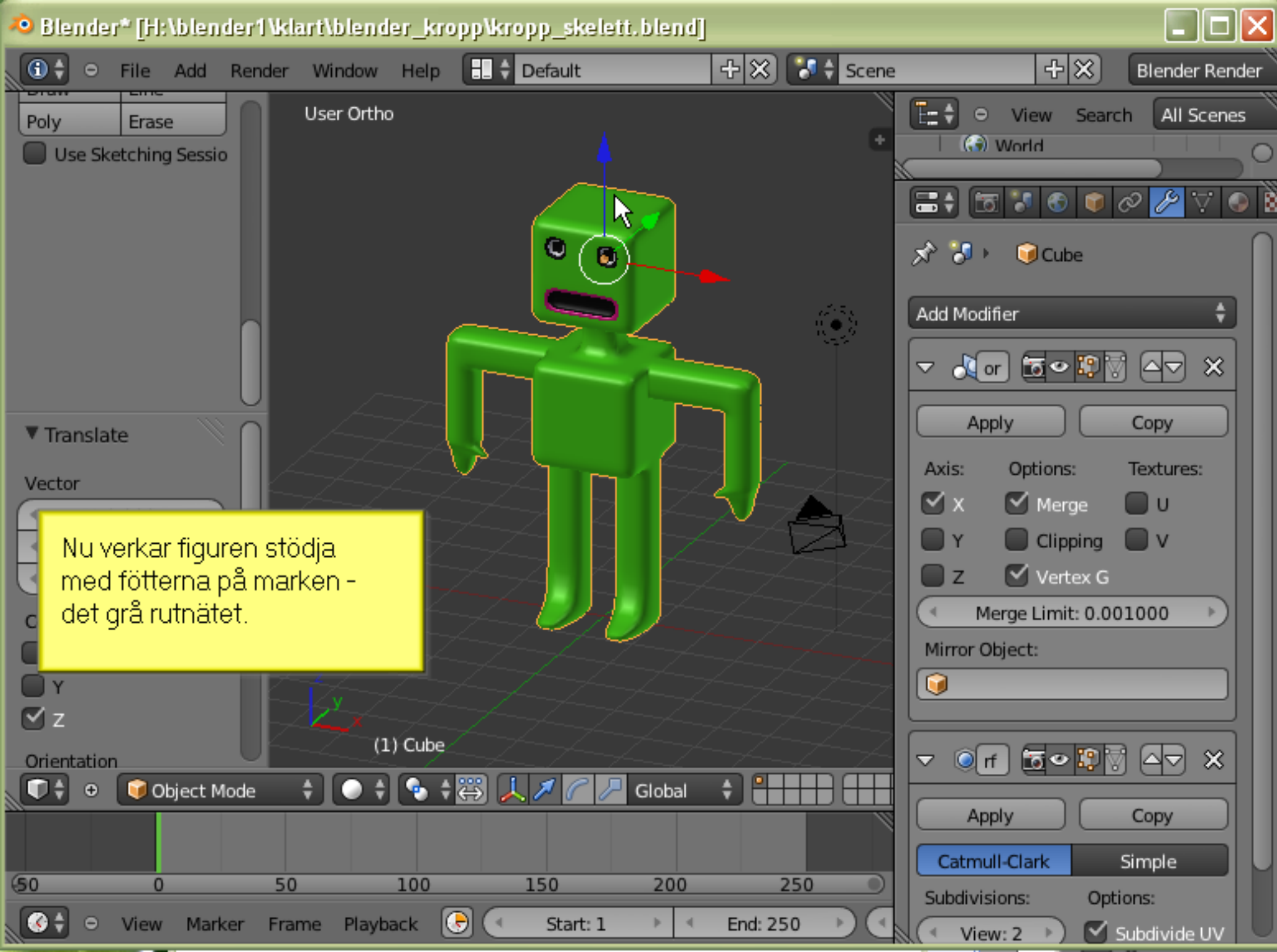
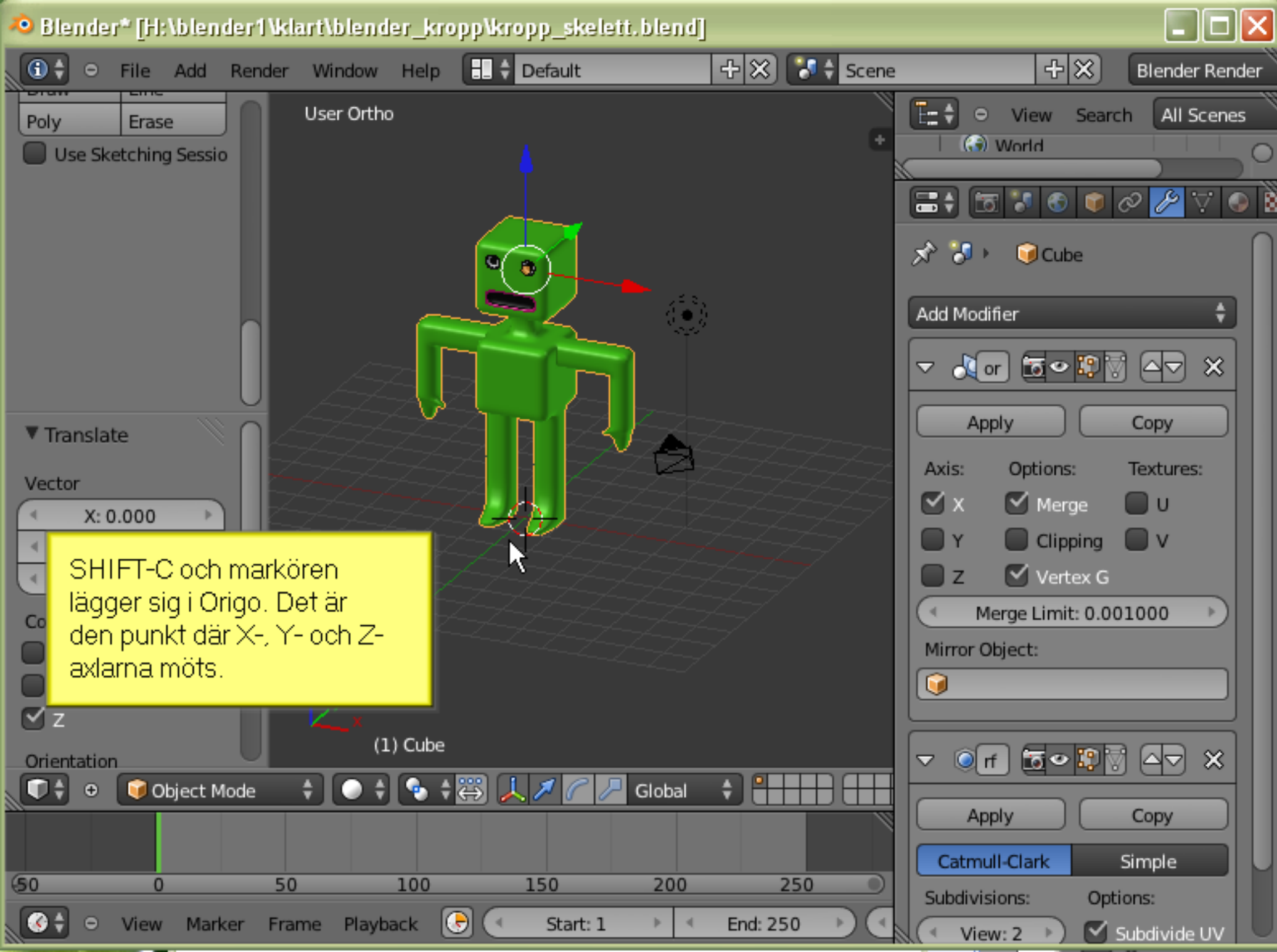


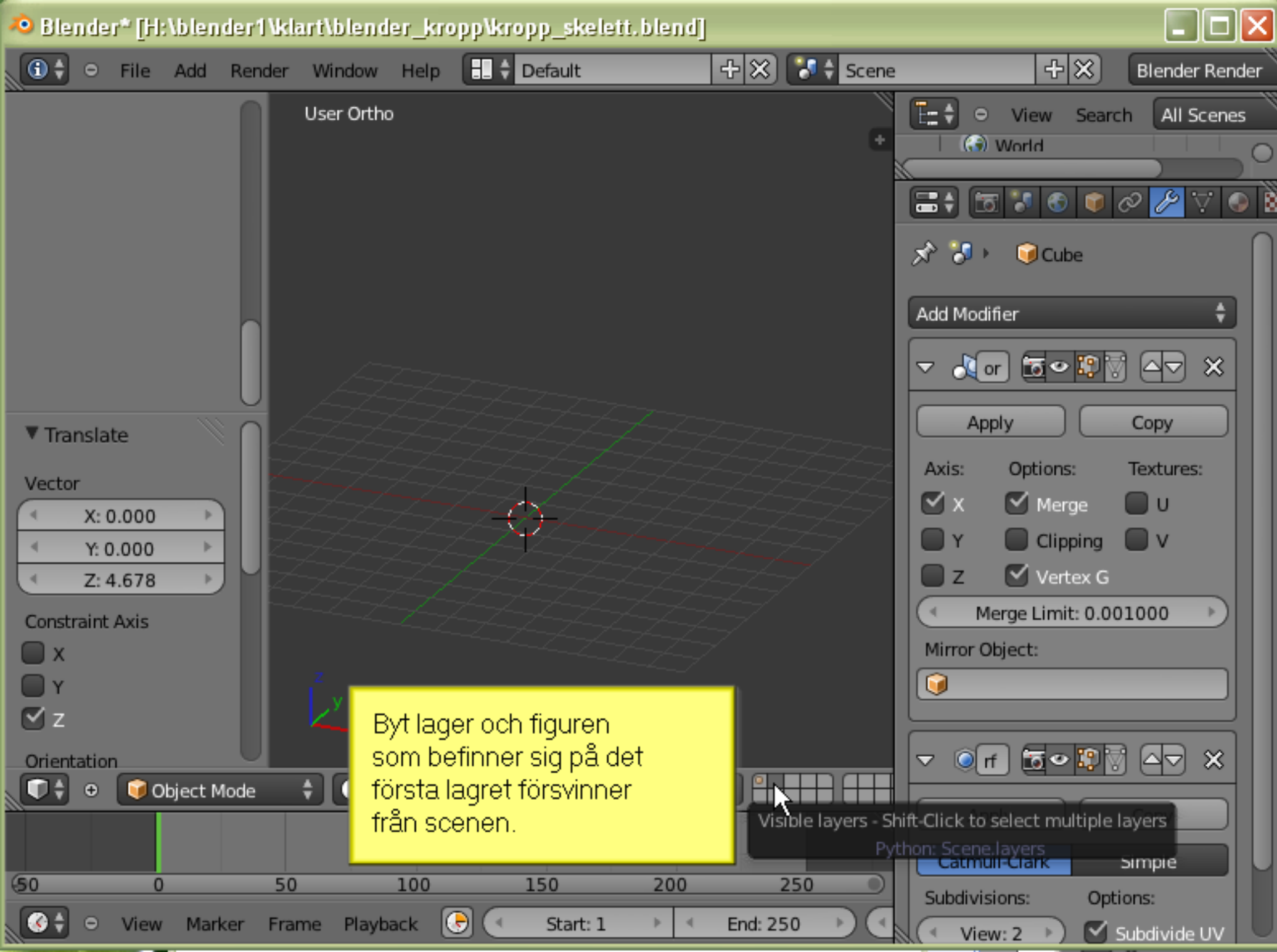


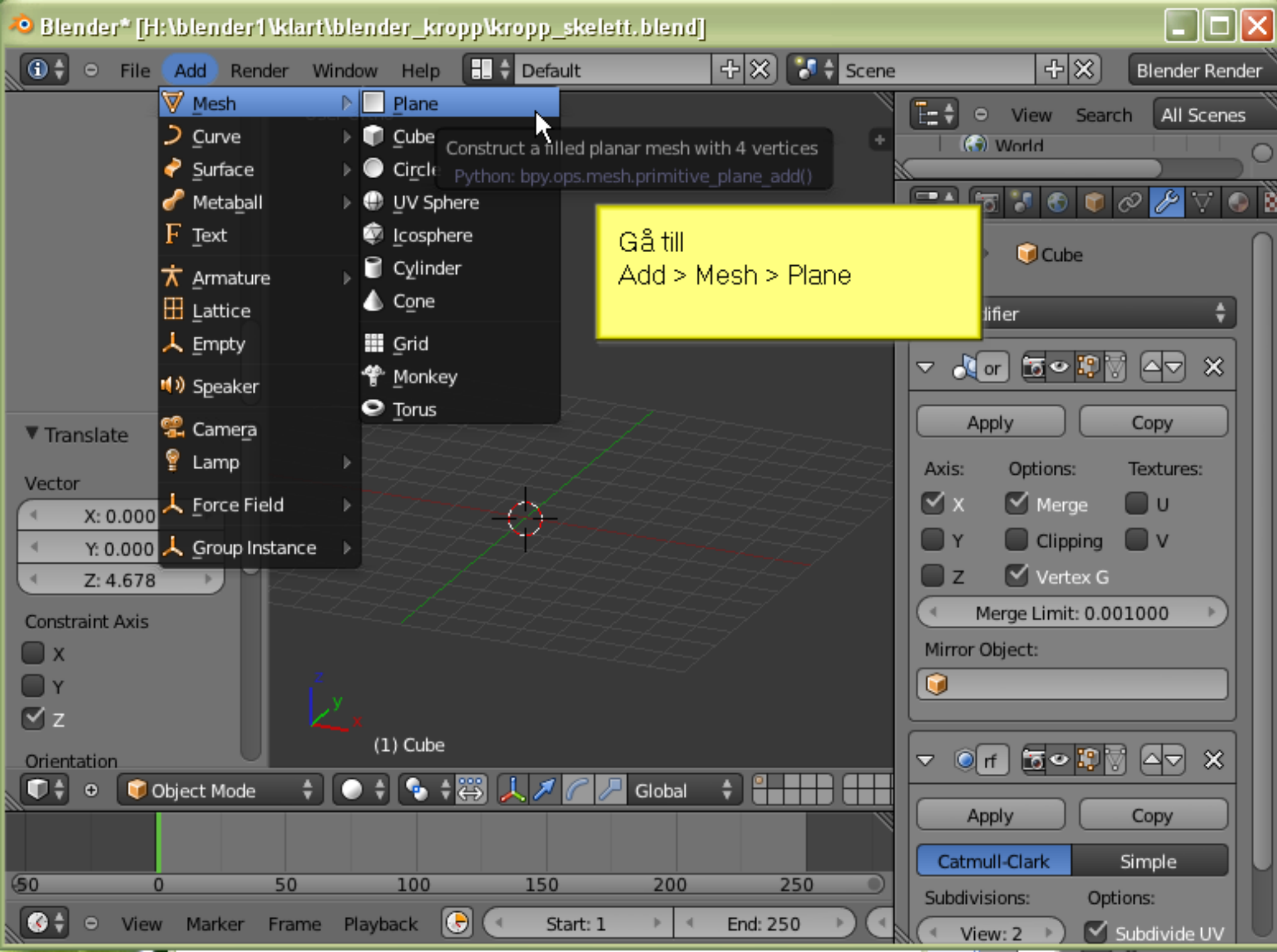


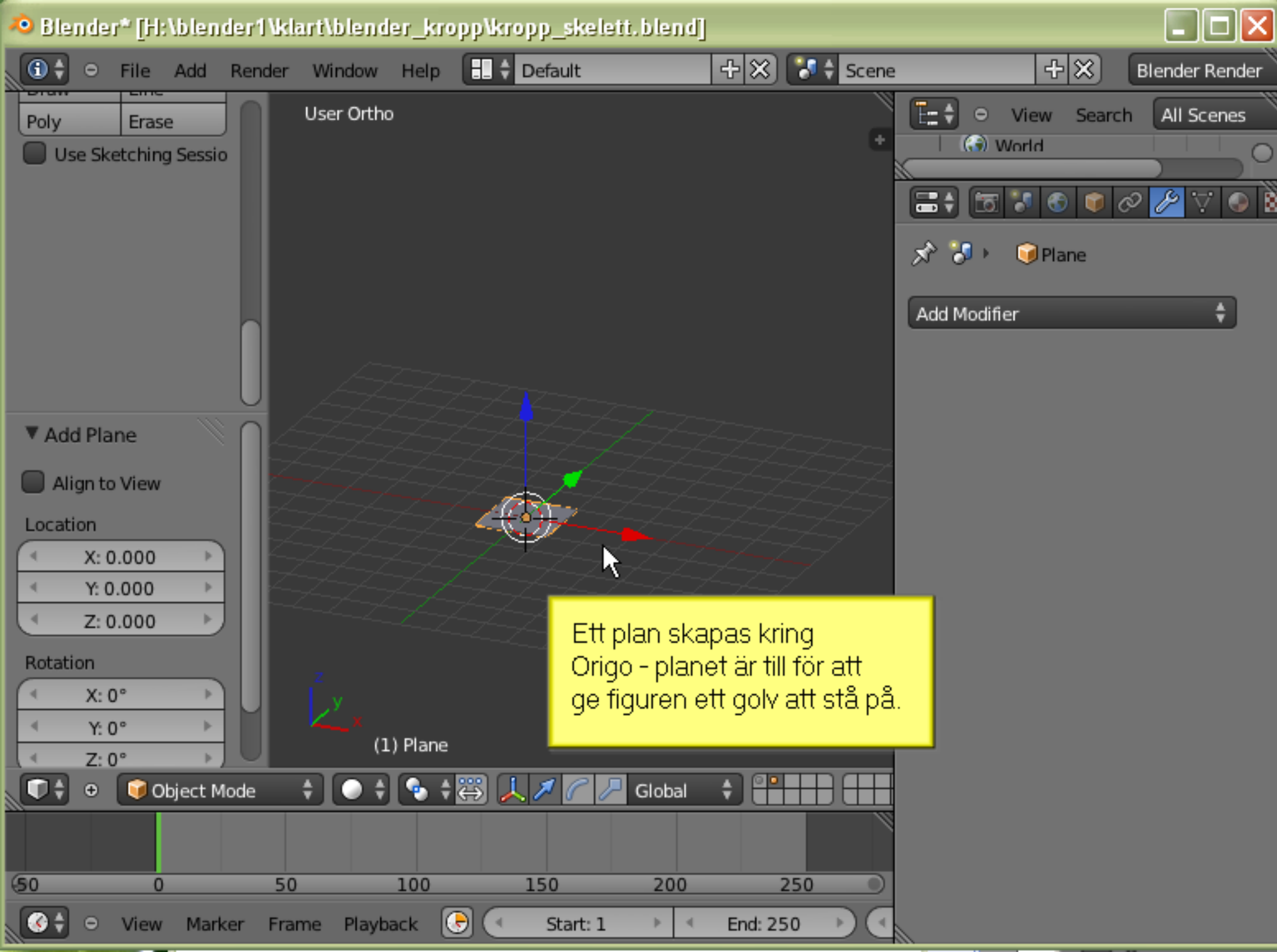


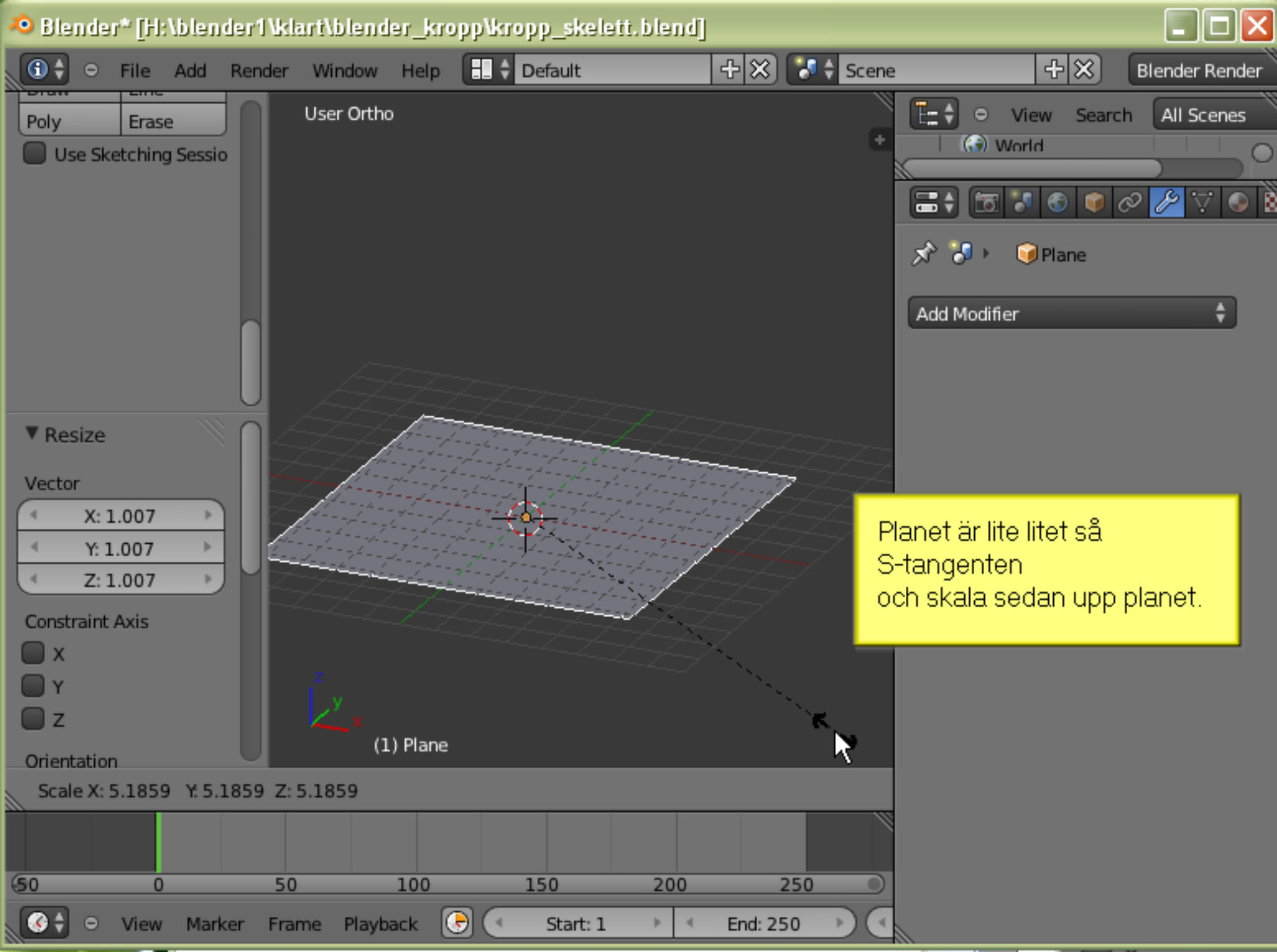


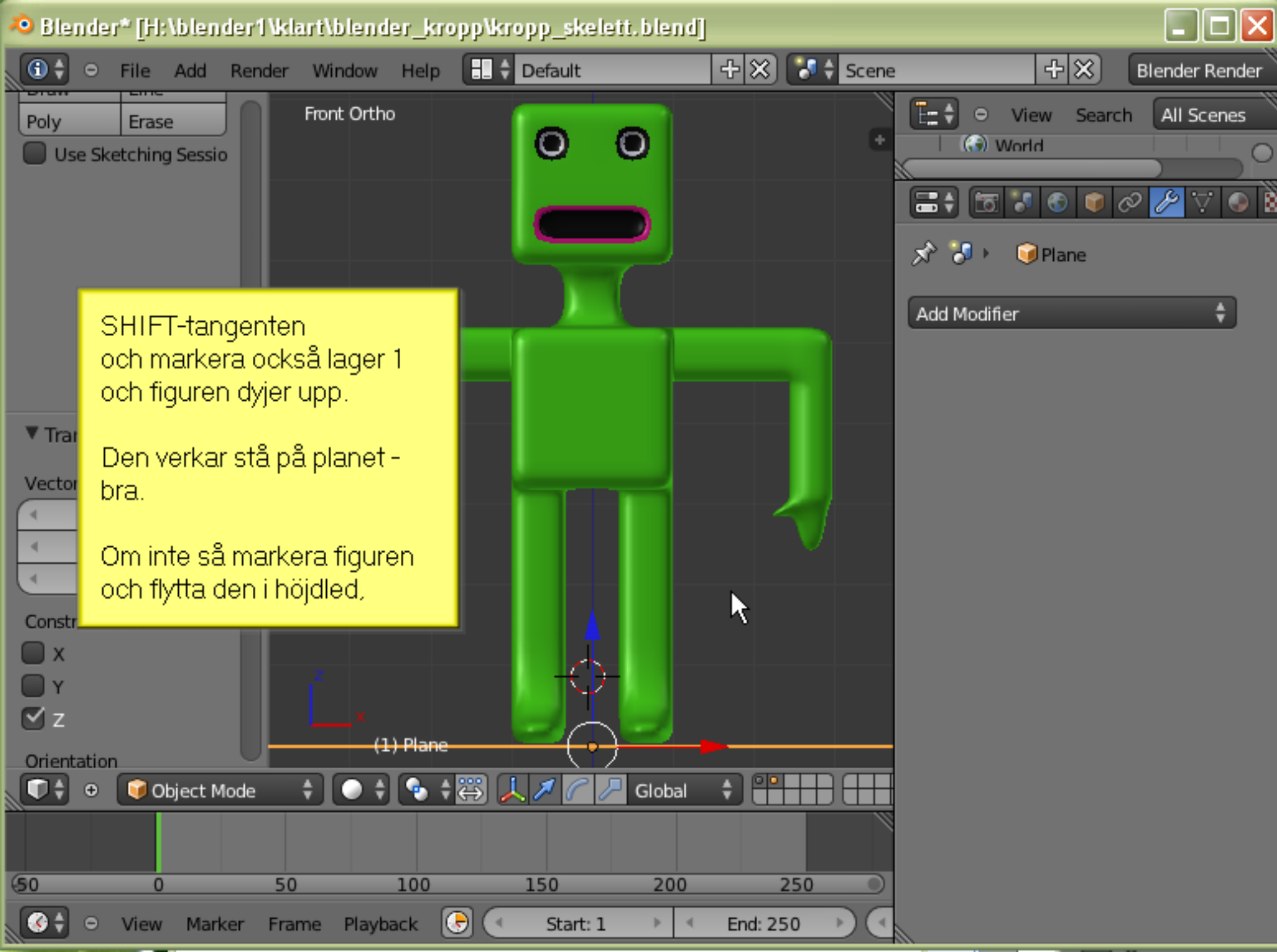








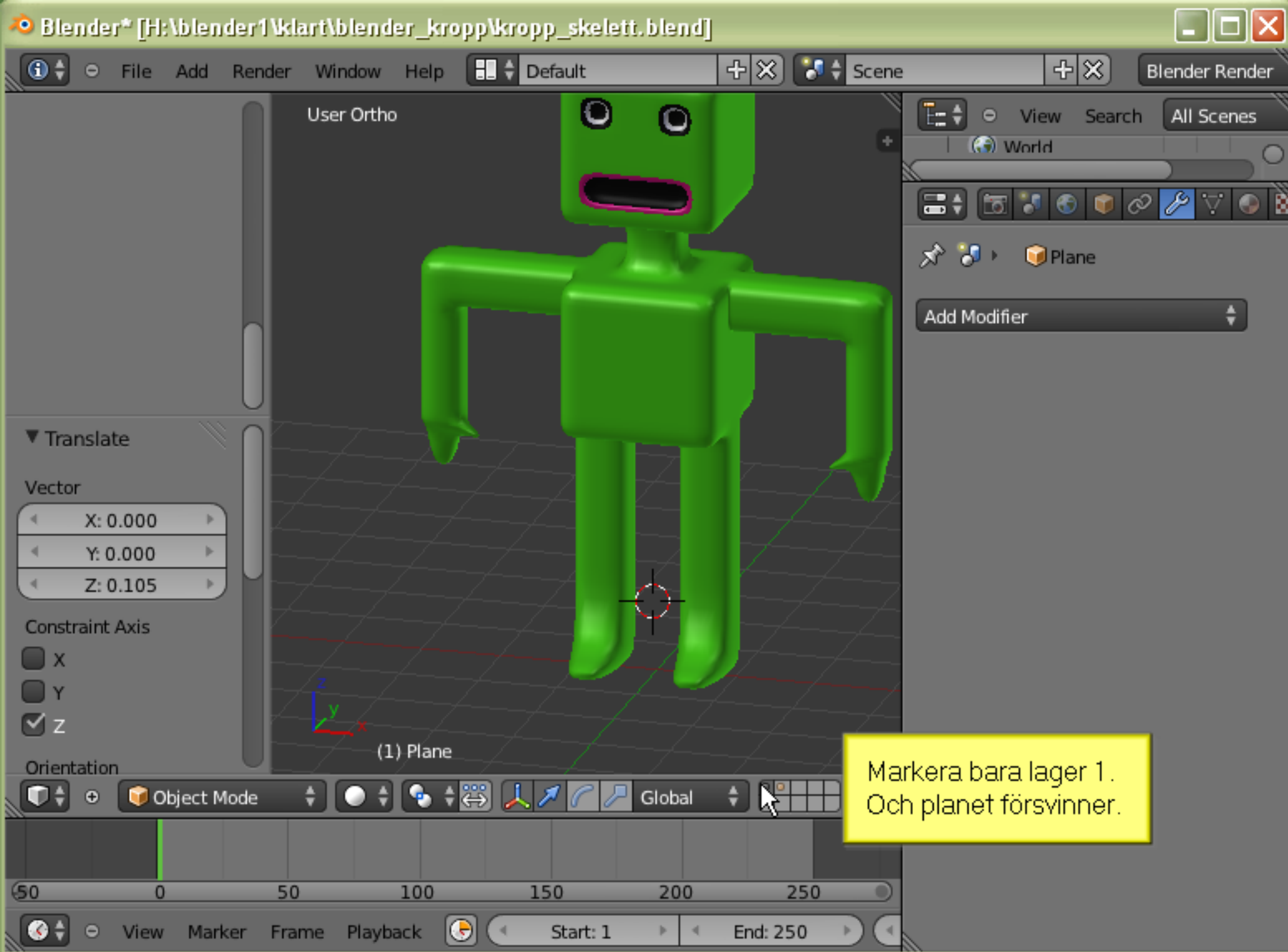


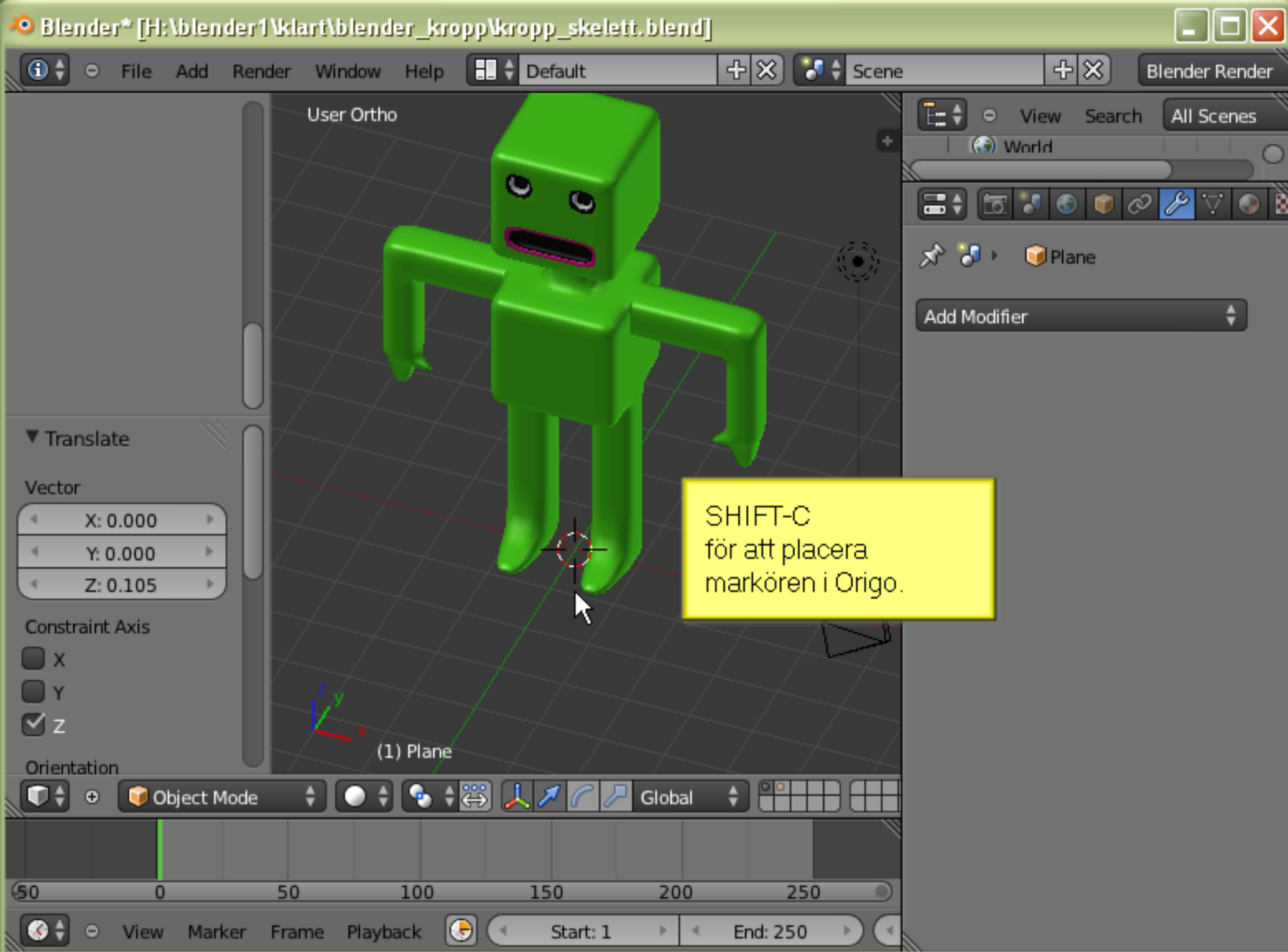


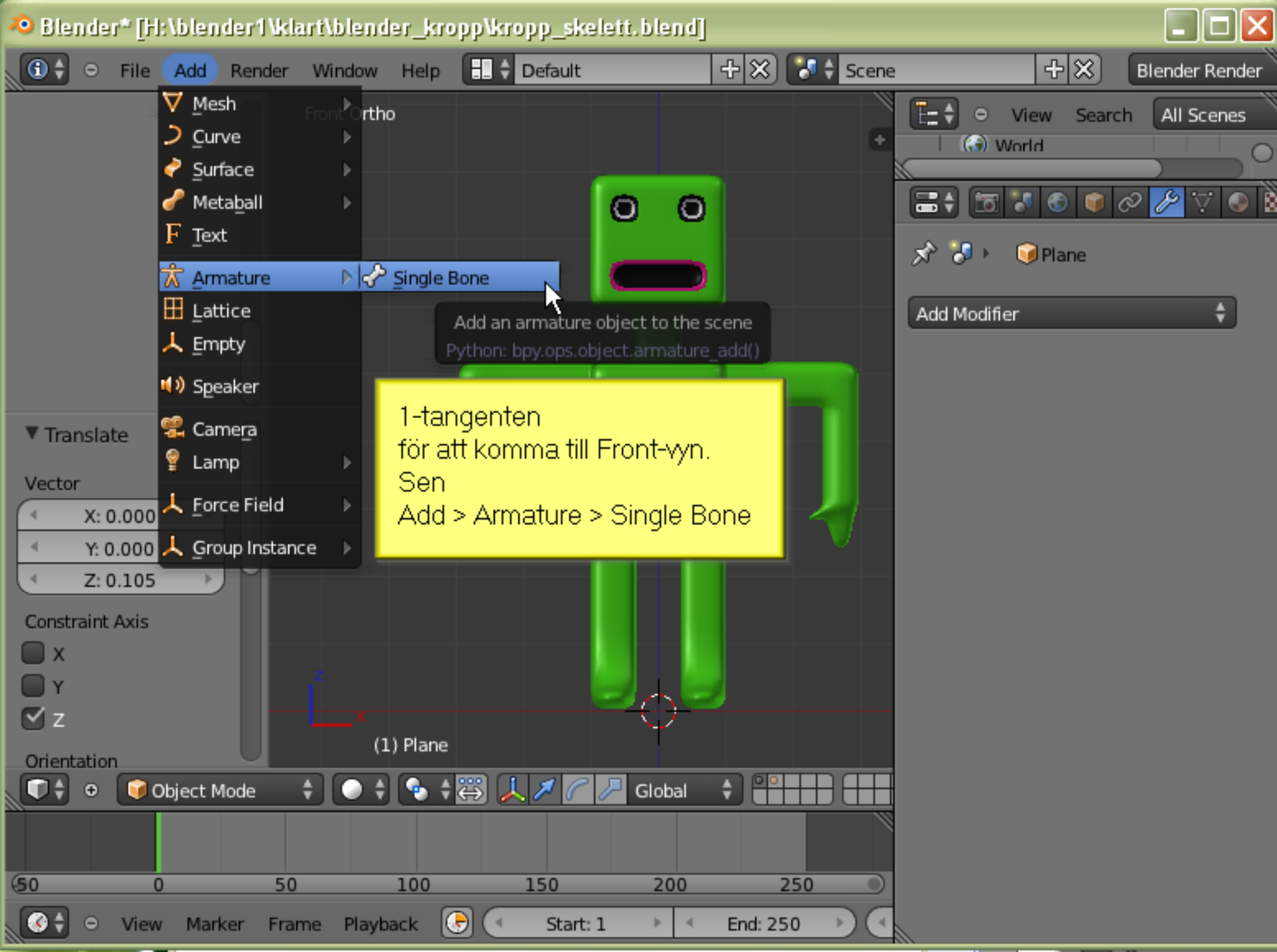
SHIFT-tangenten
och markera också lager 1
och figuren dyjer upp.

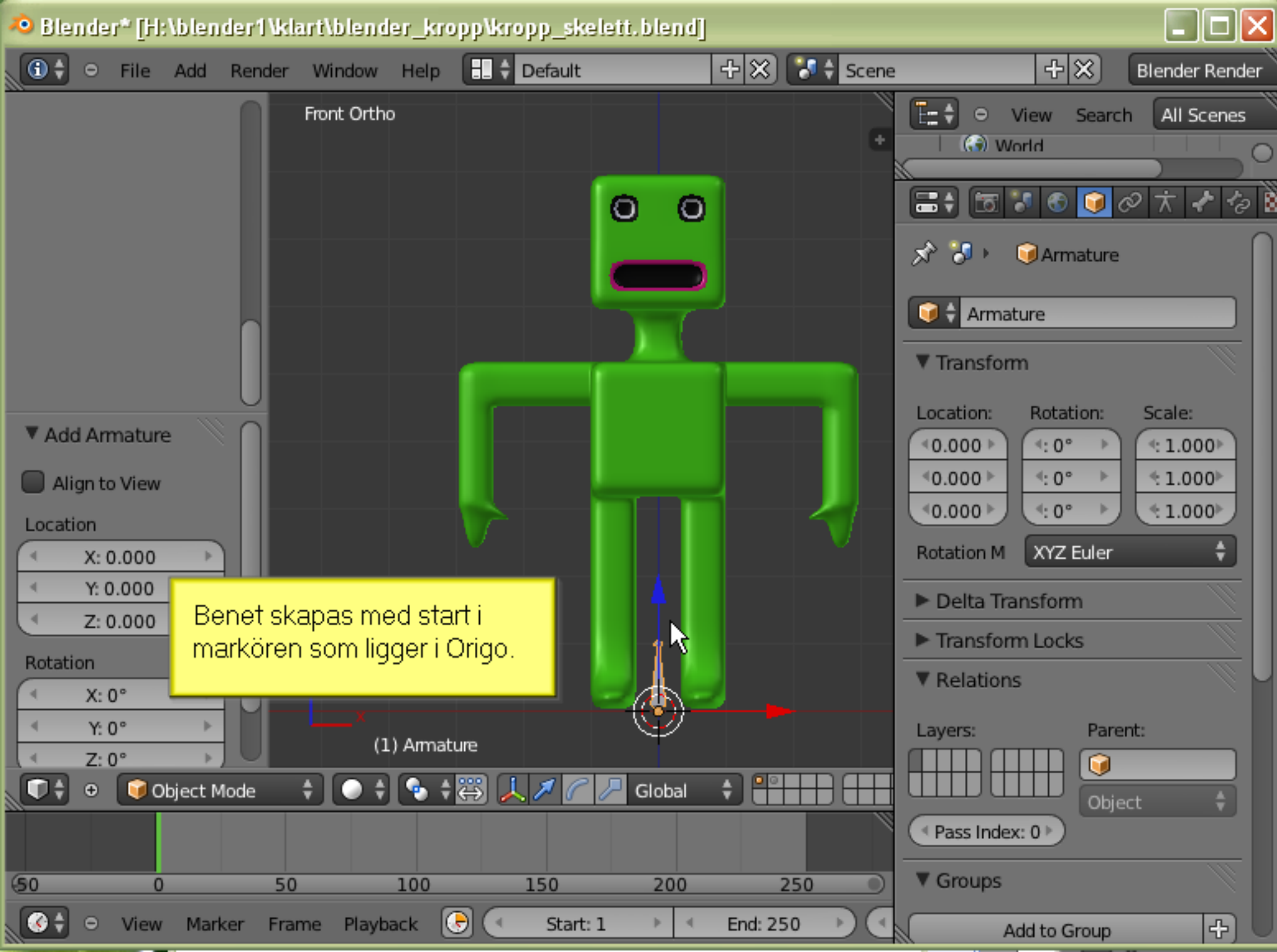
Den verkar stå på planet -
bra.

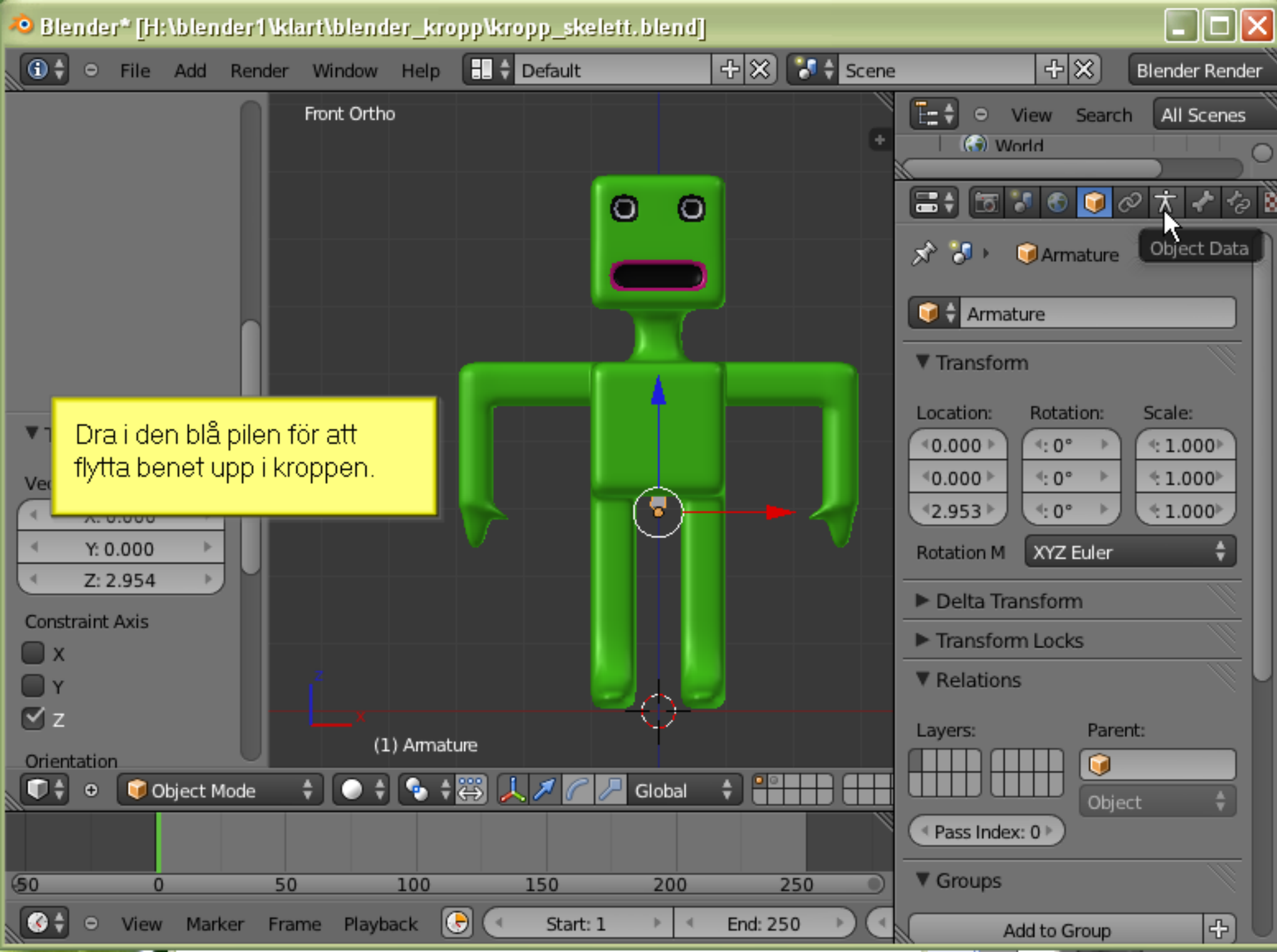
Om inte så markera figuren
och flytta den i höjdd.

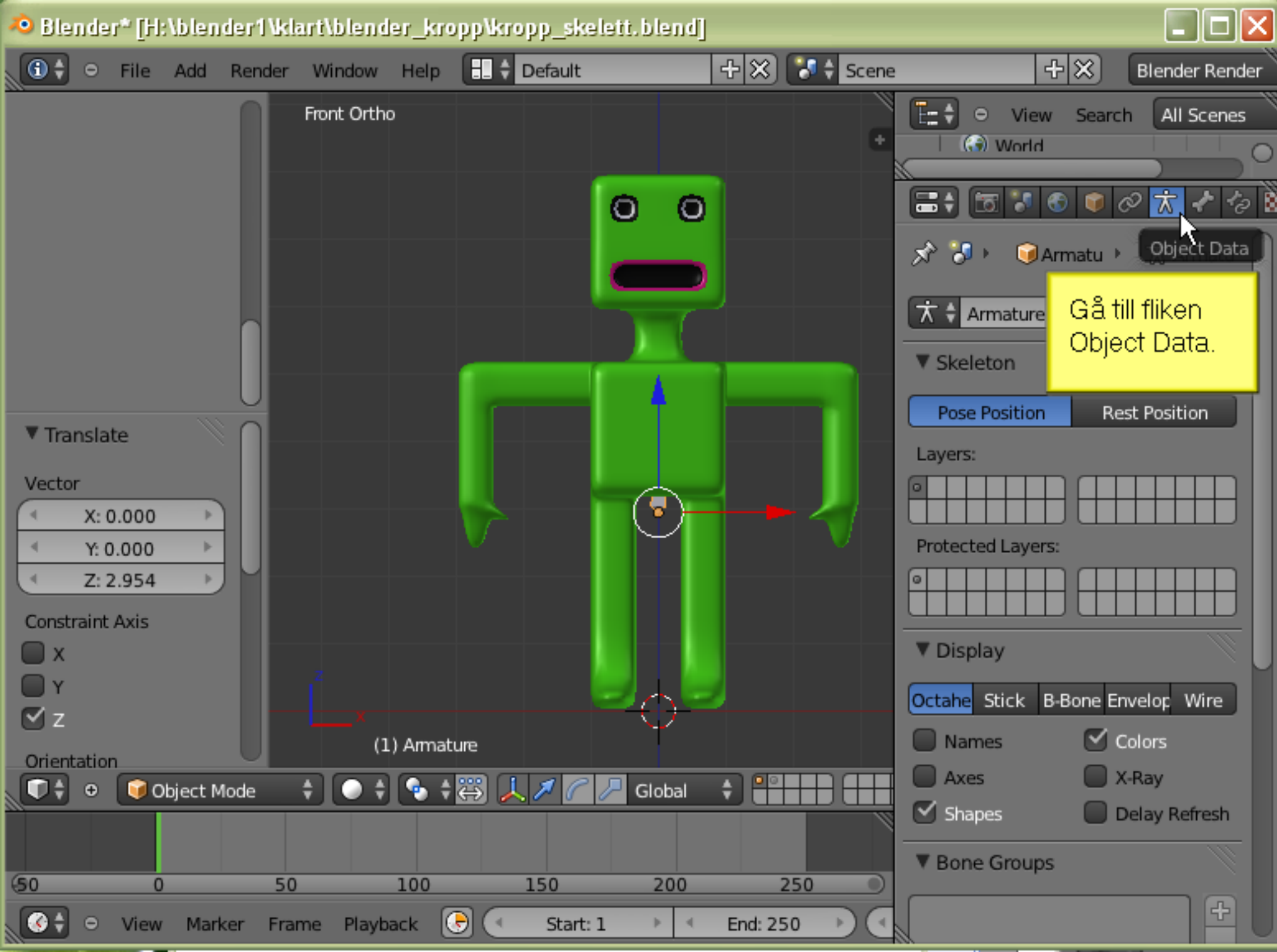


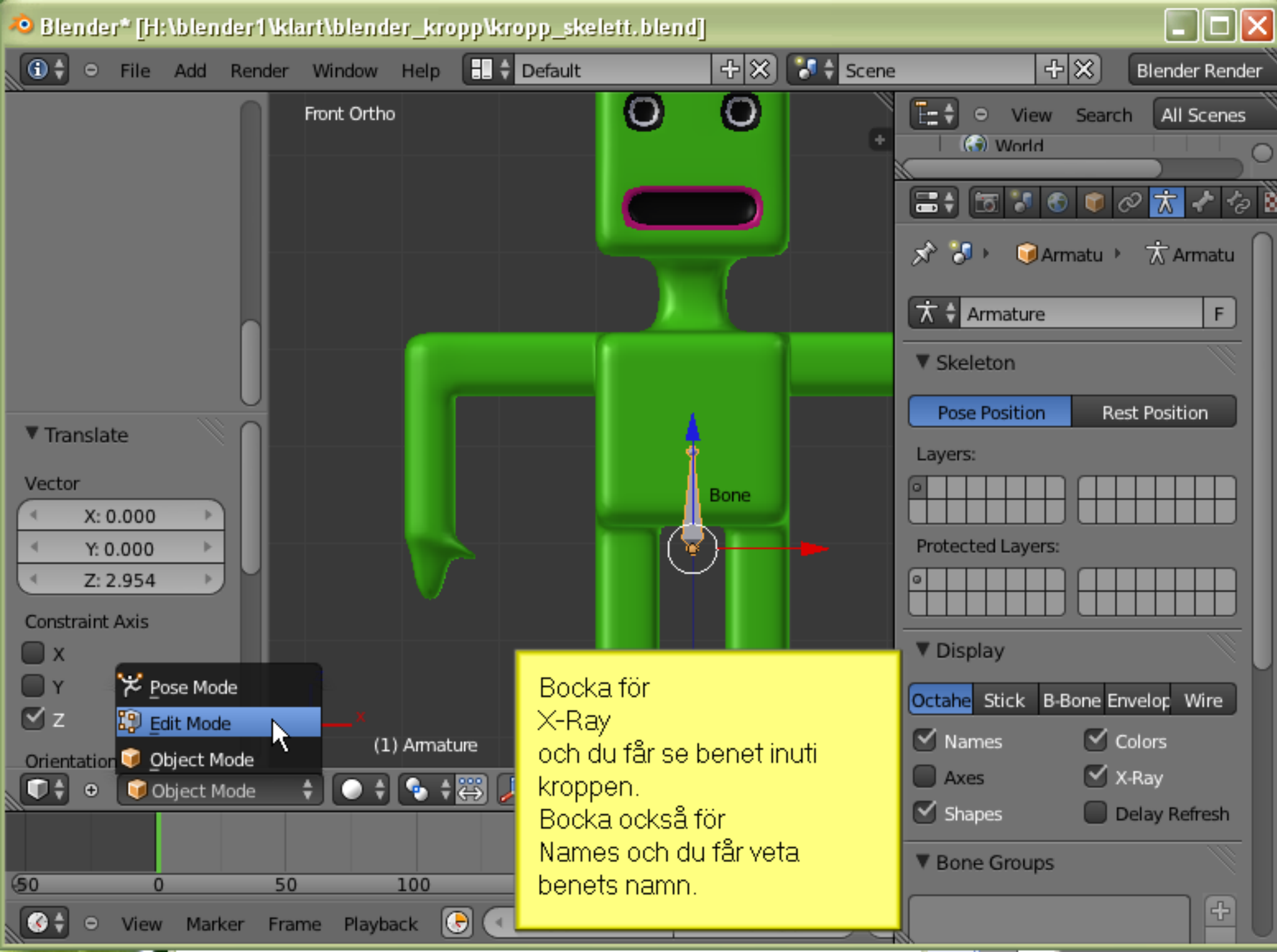


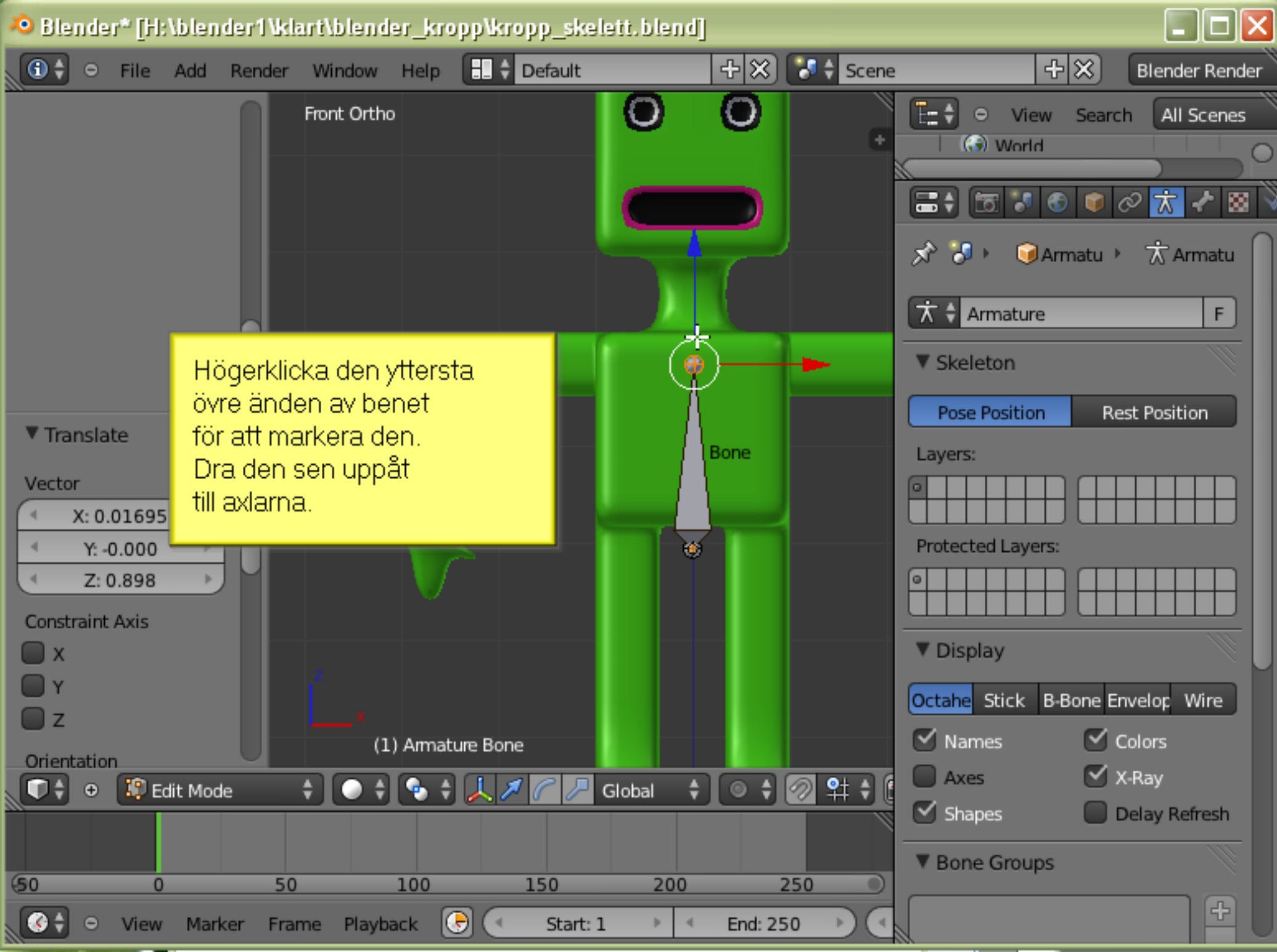


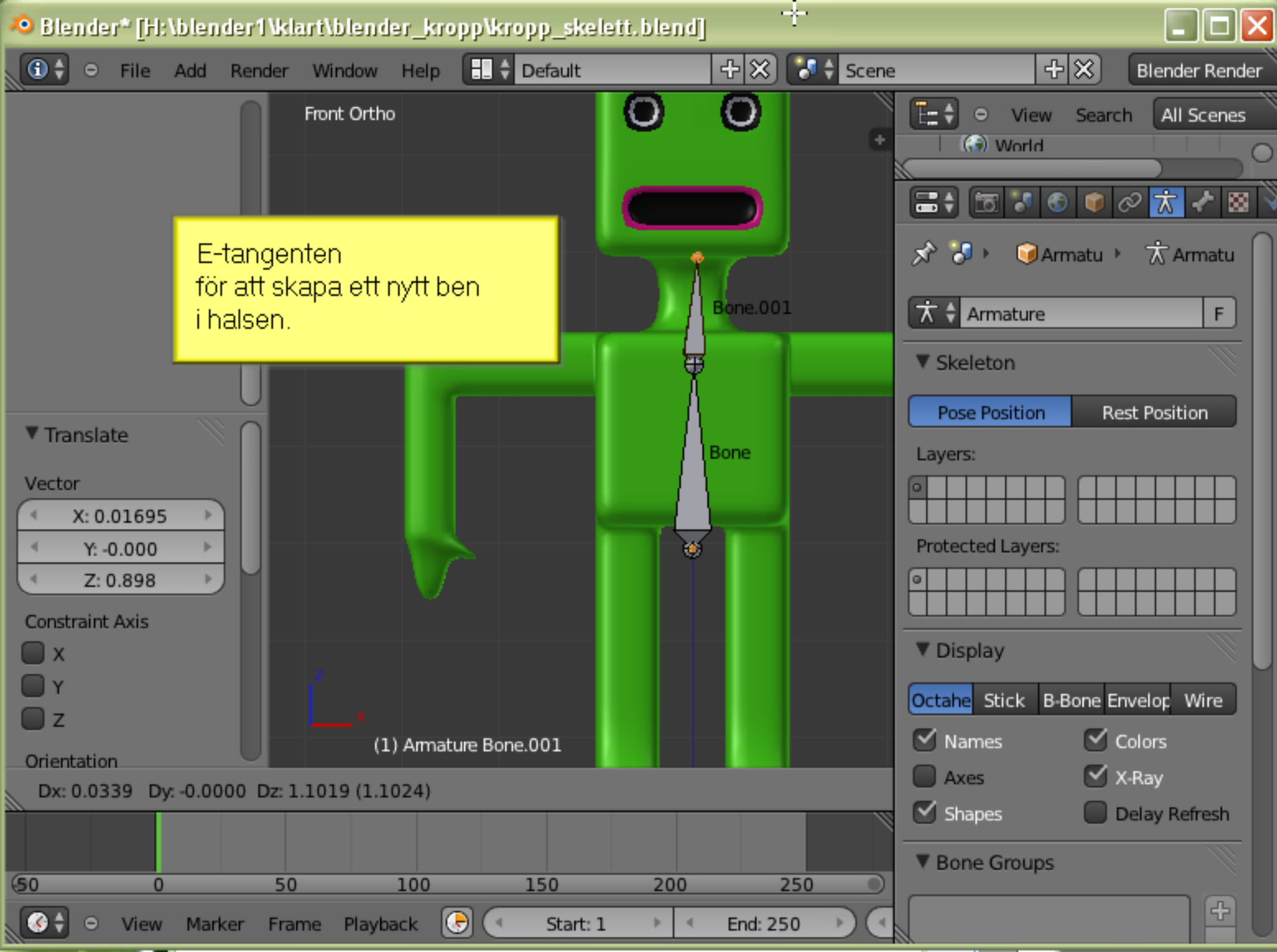


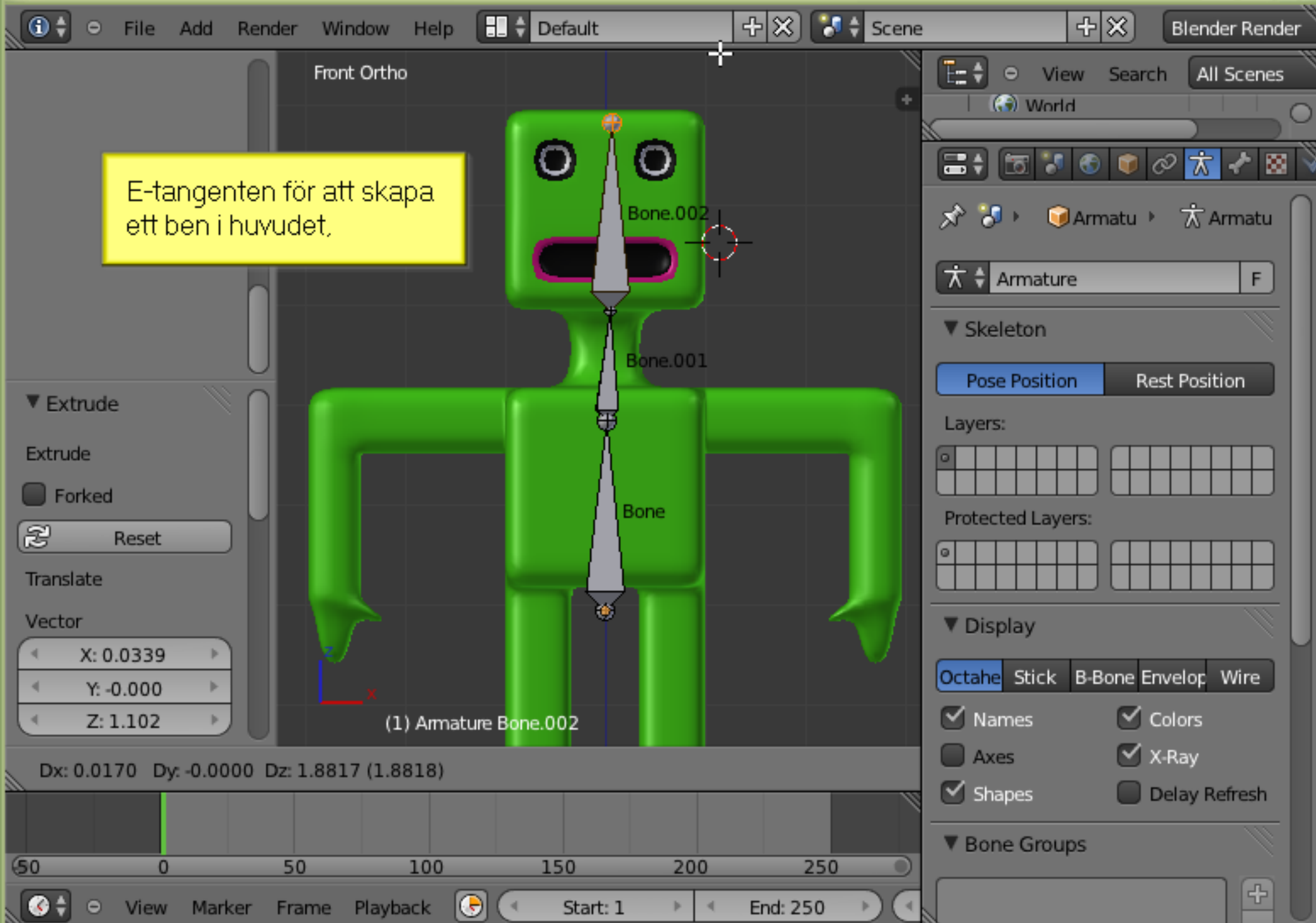


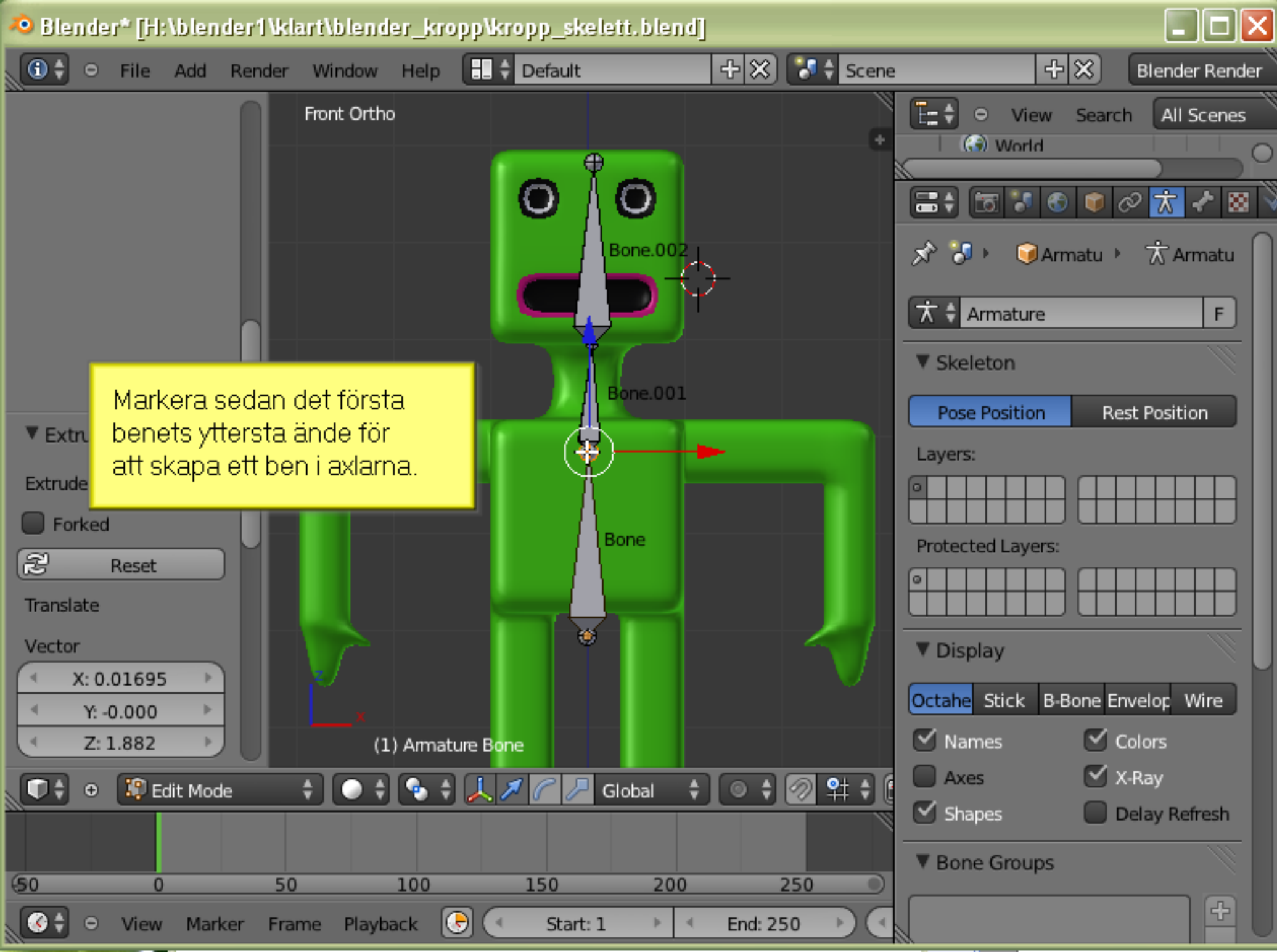


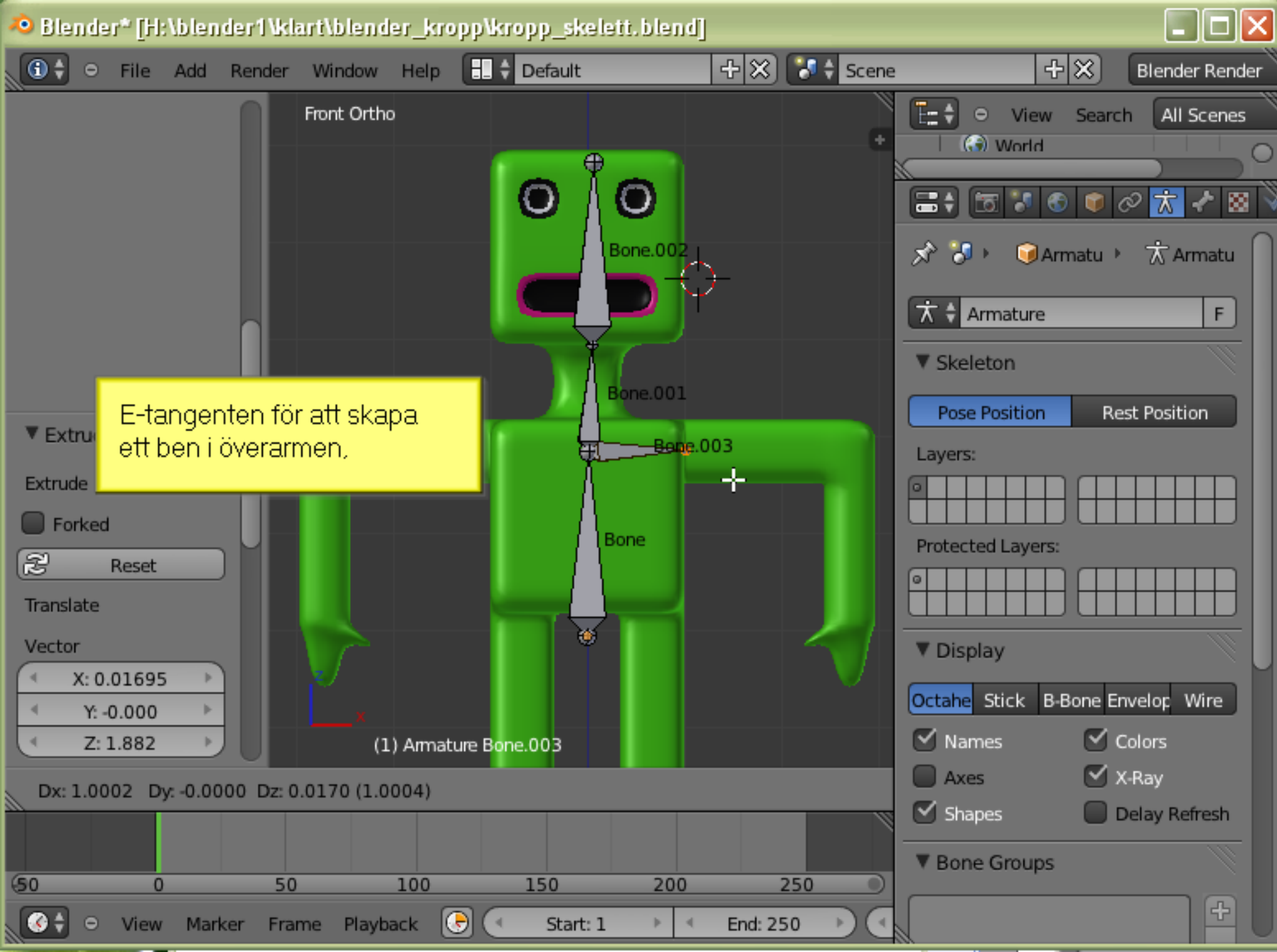


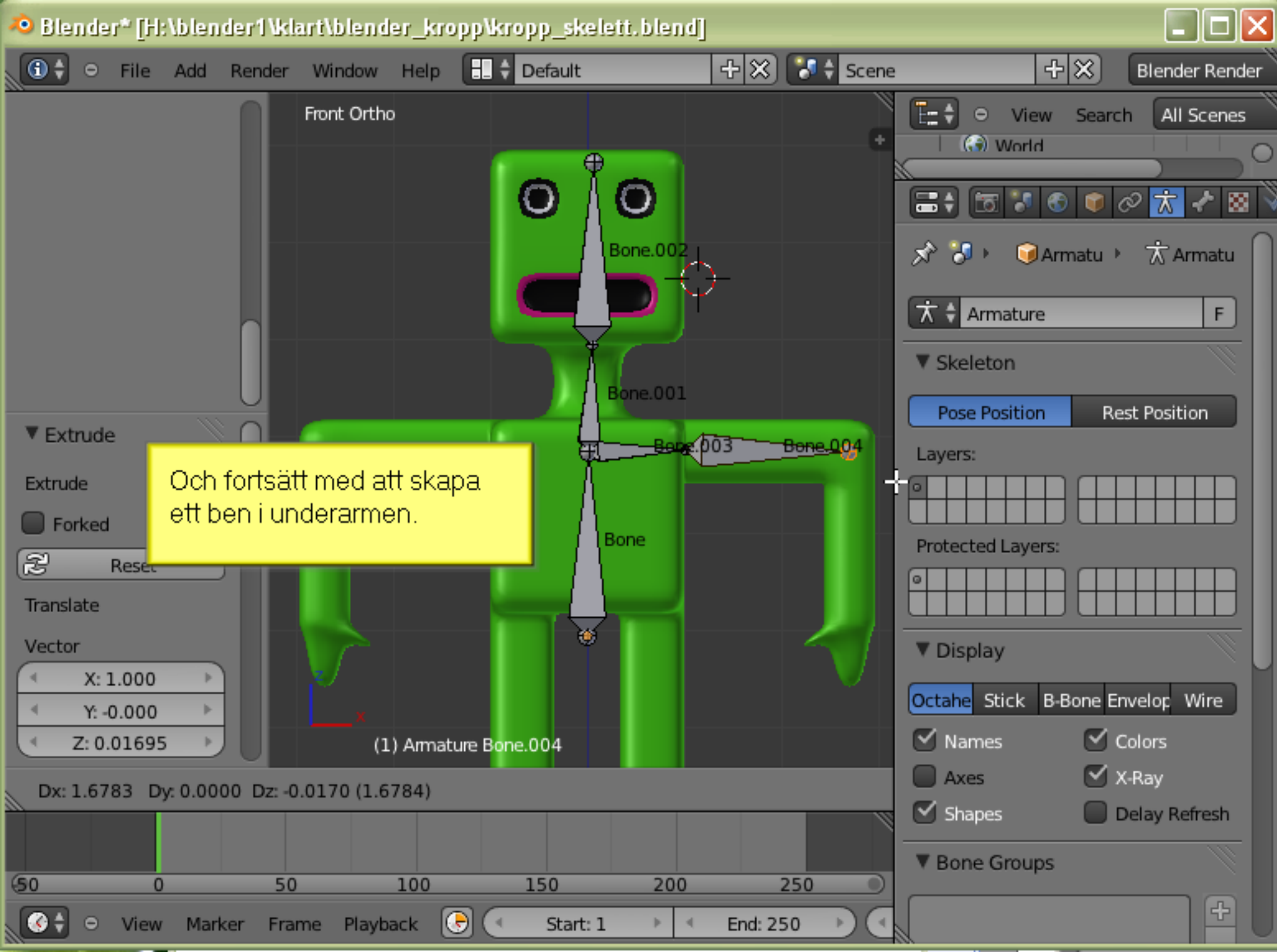


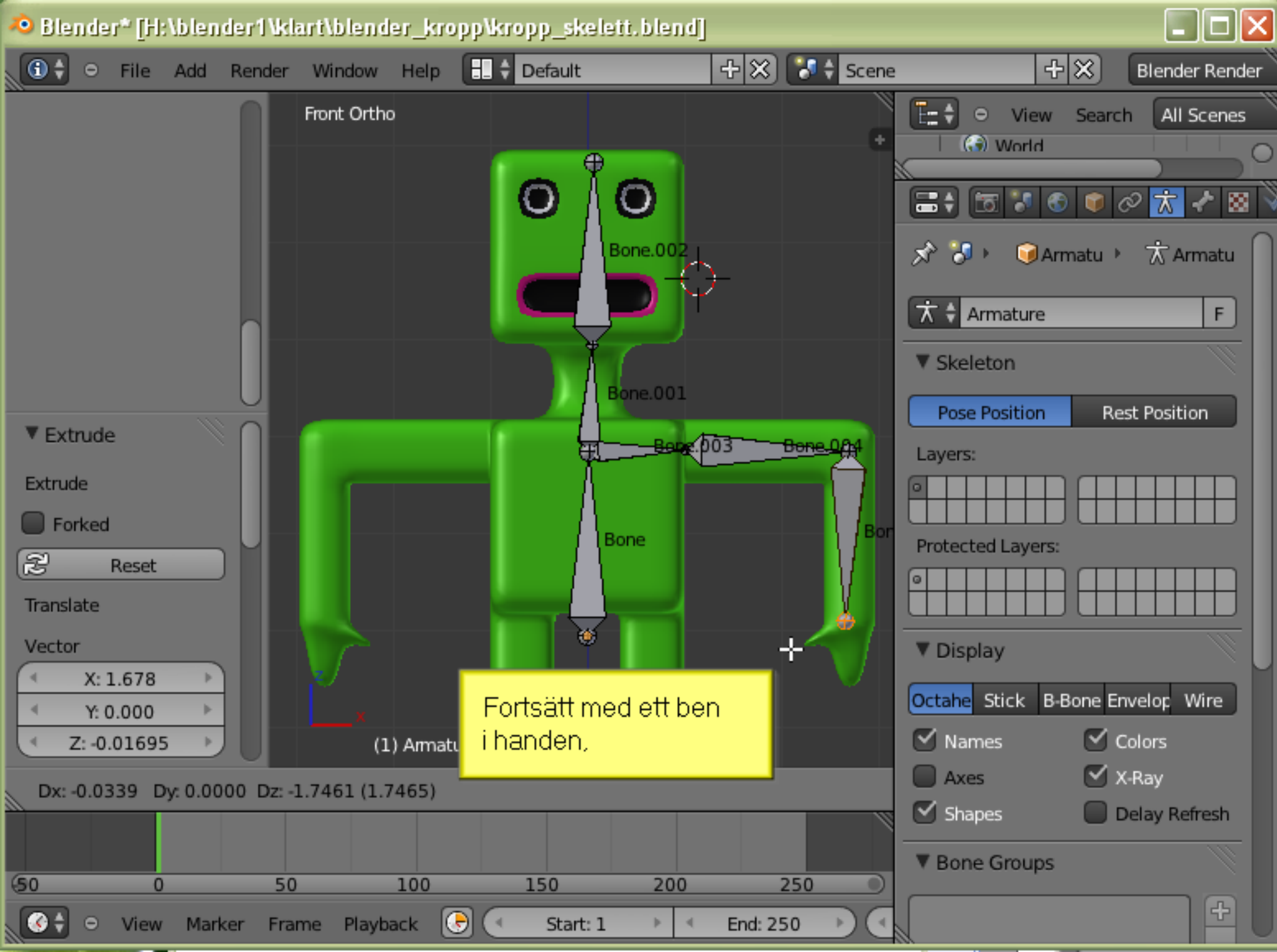


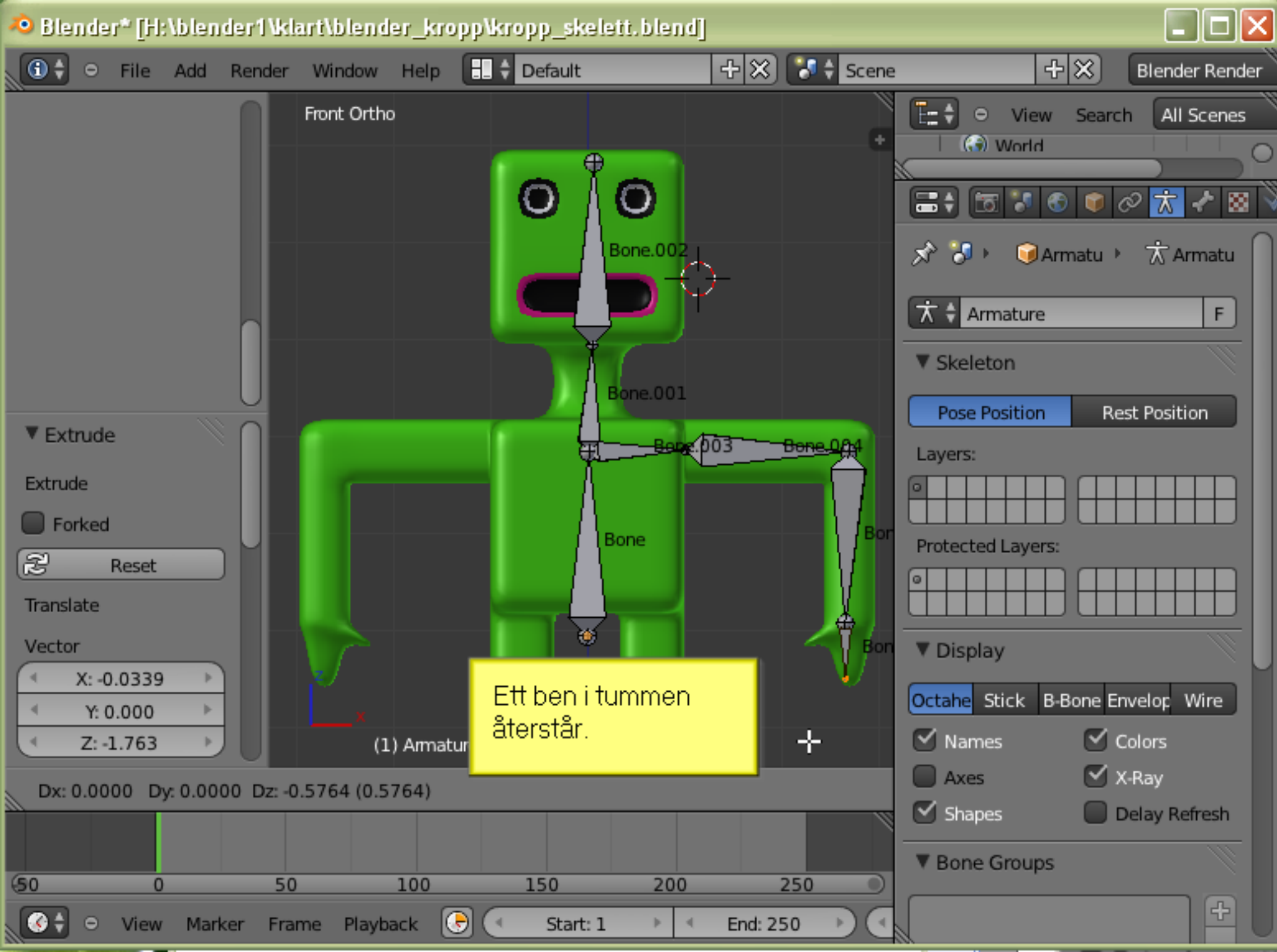


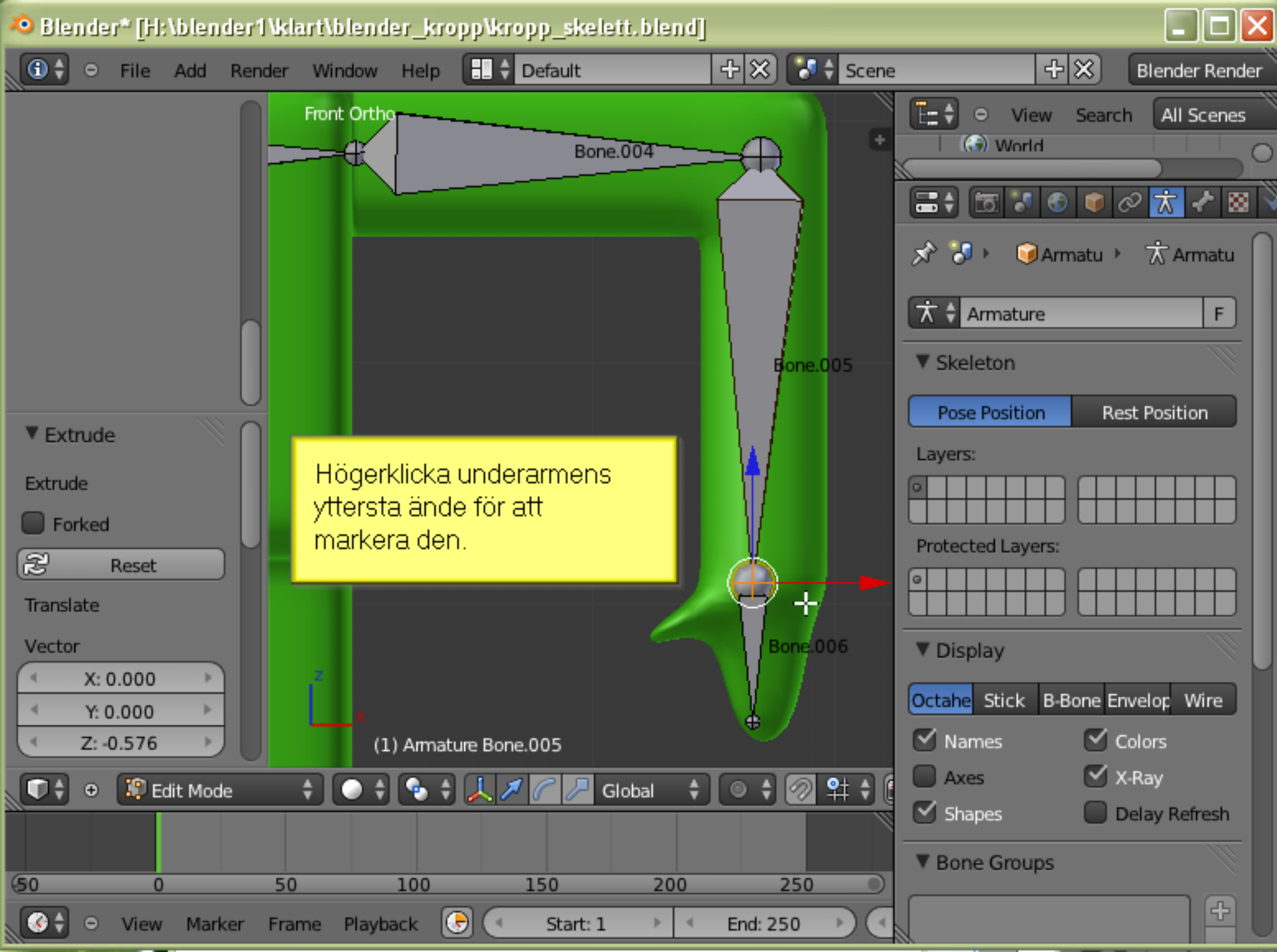


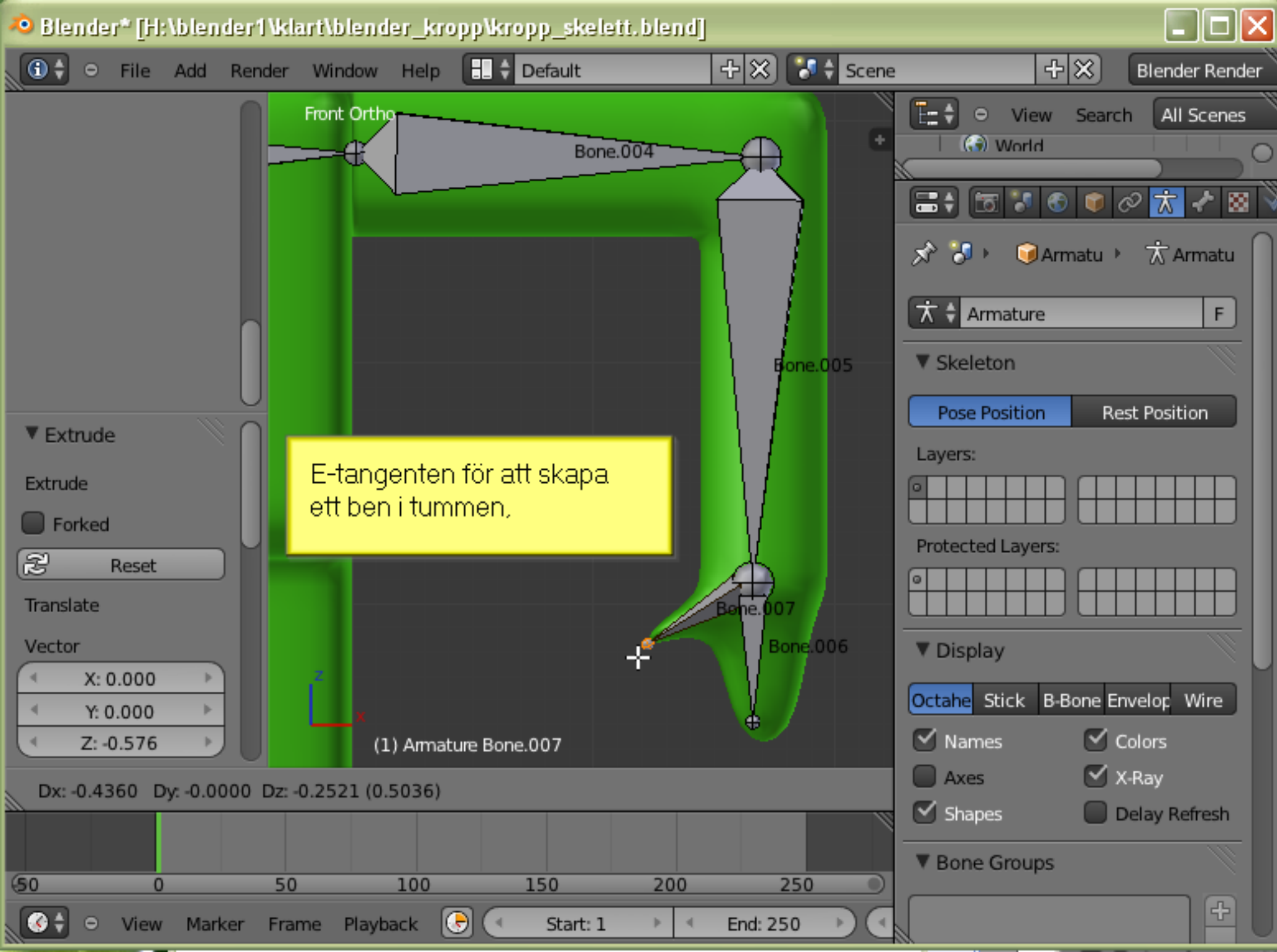


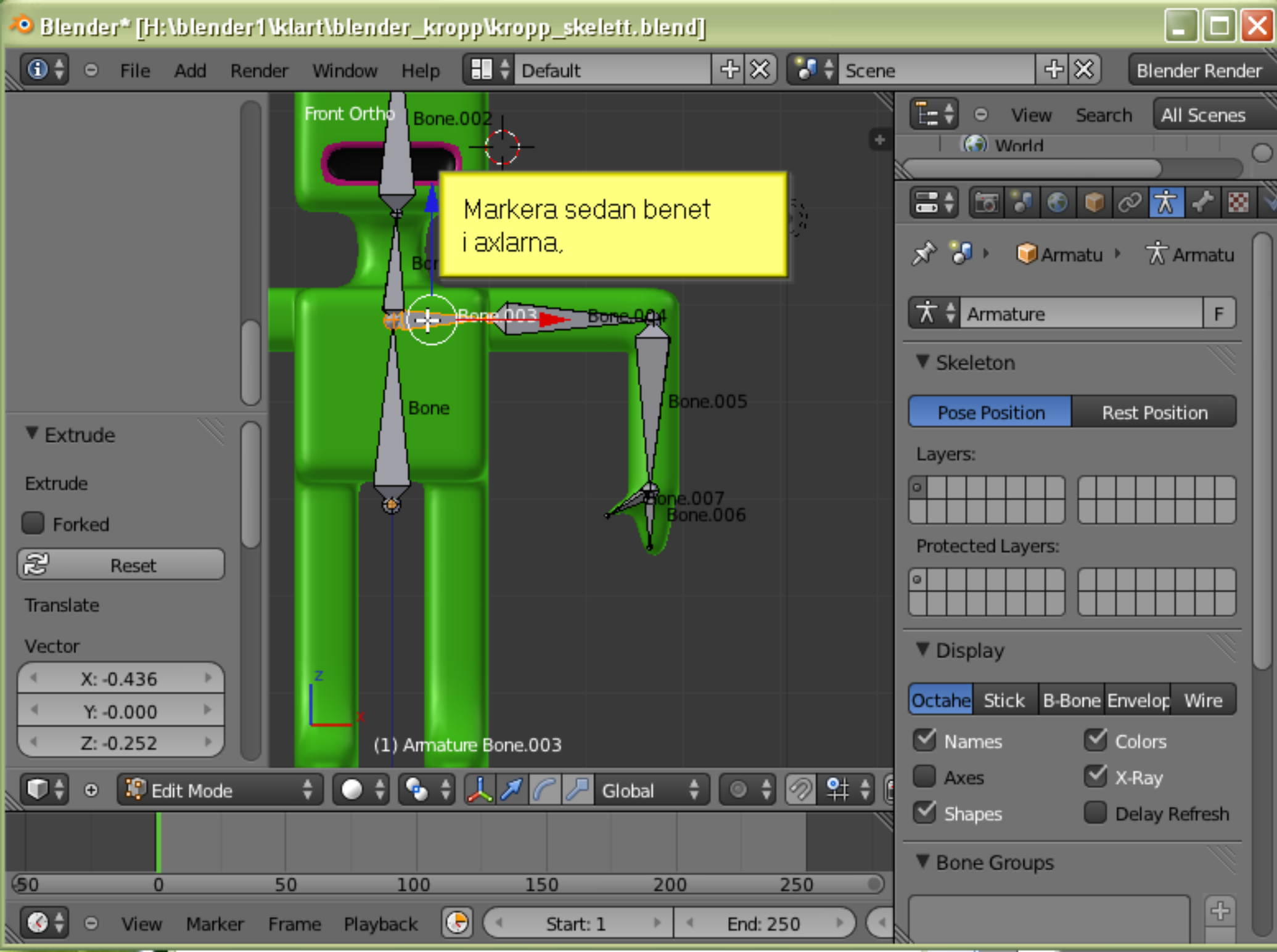


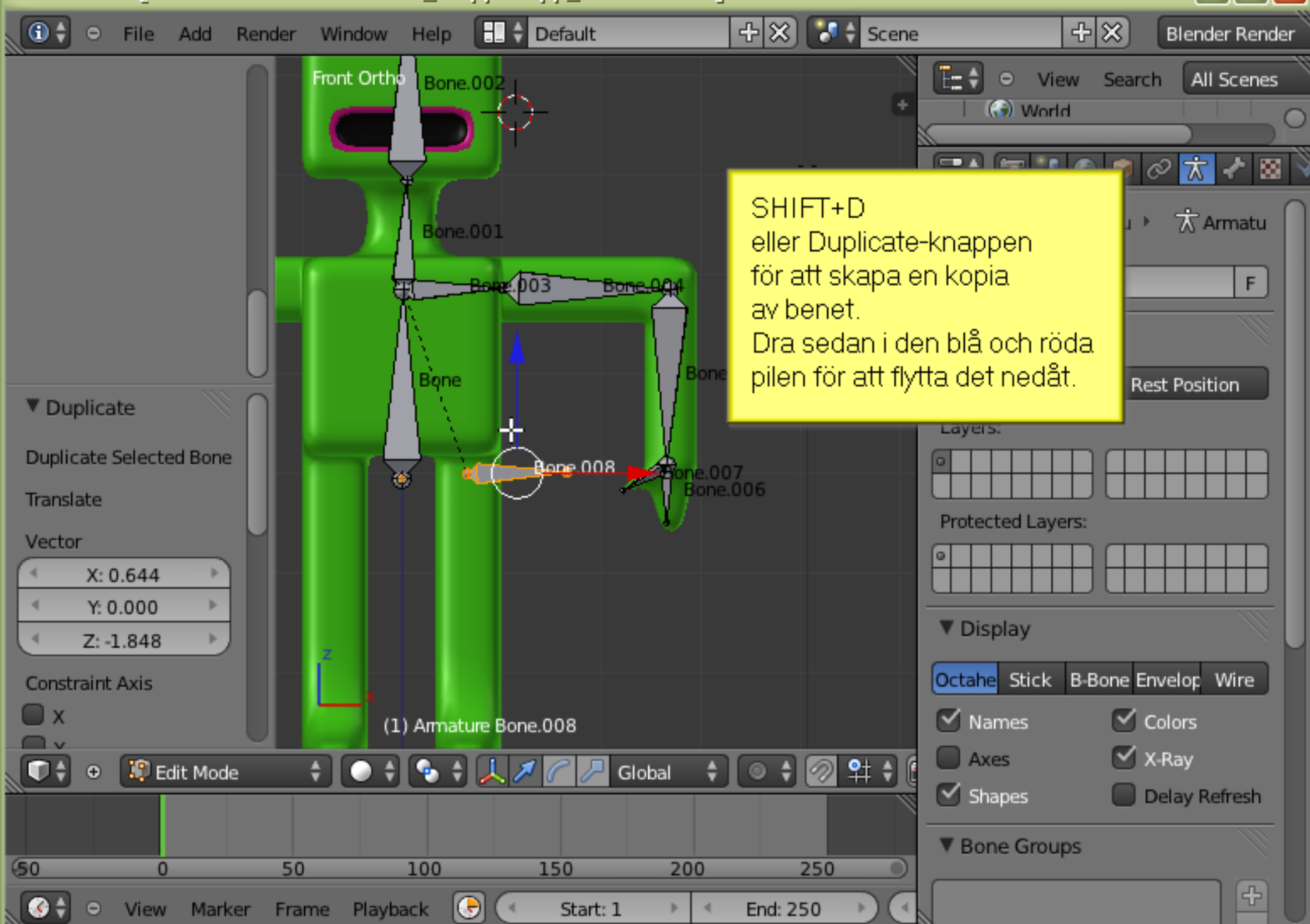


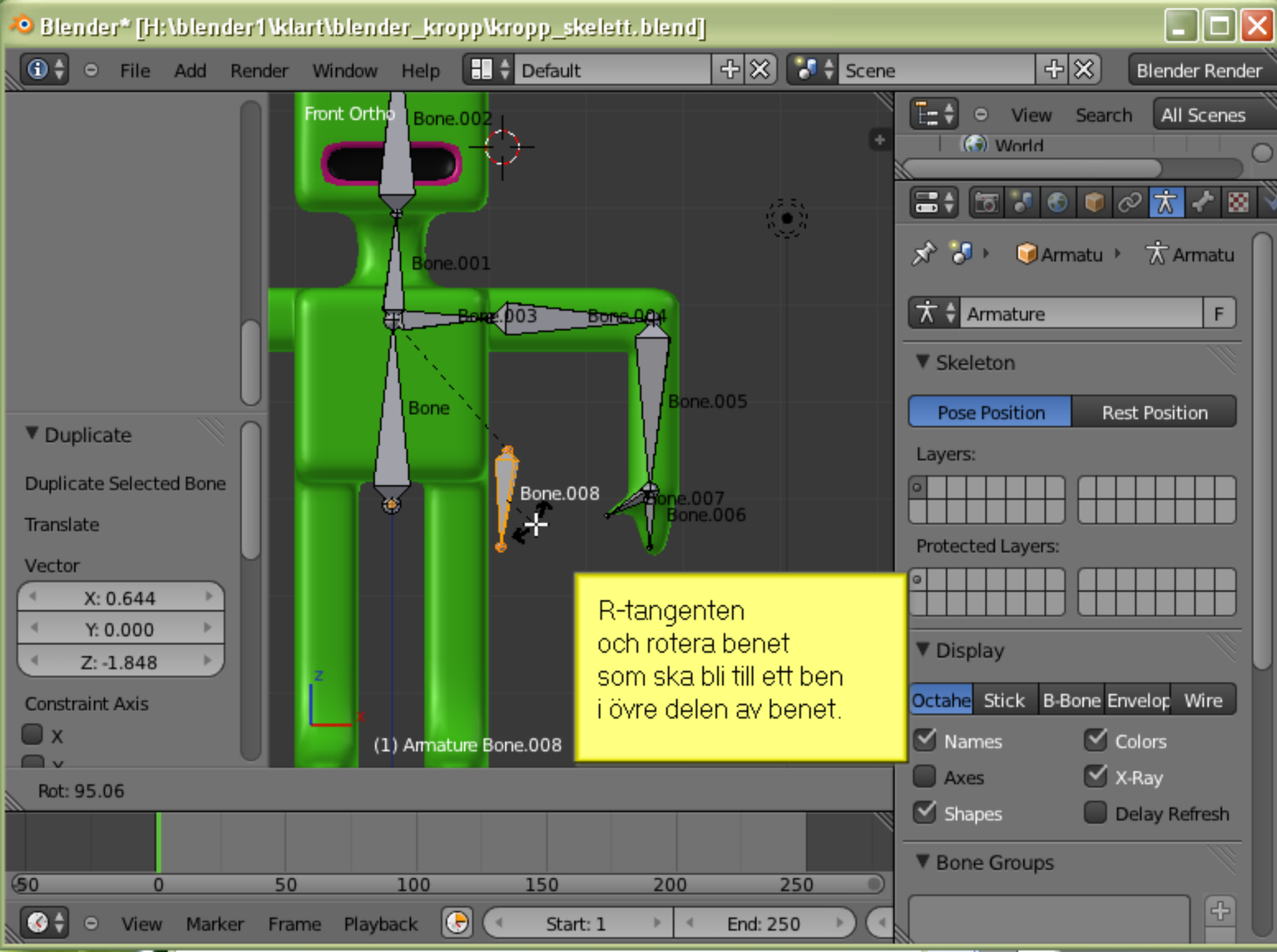


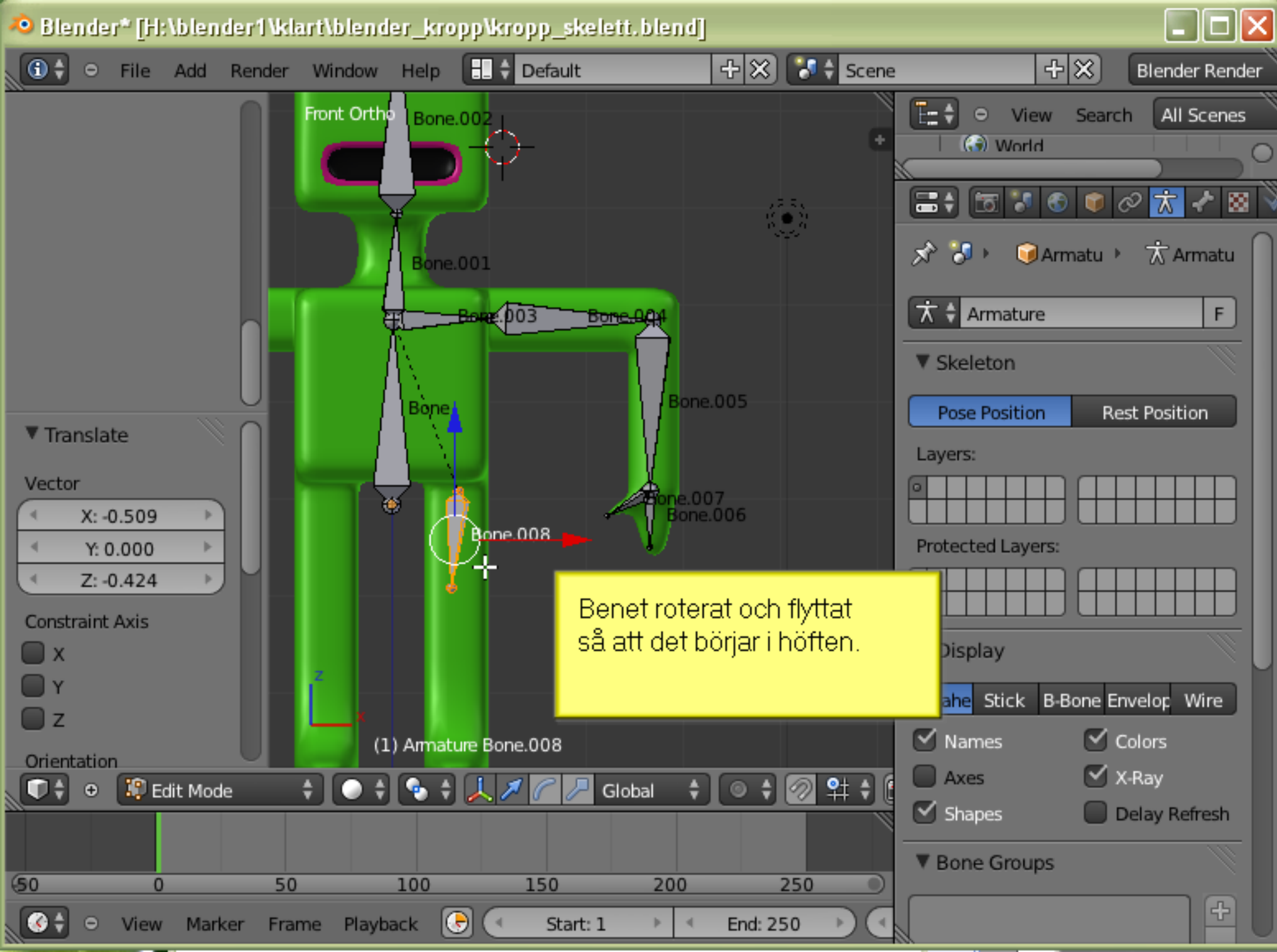


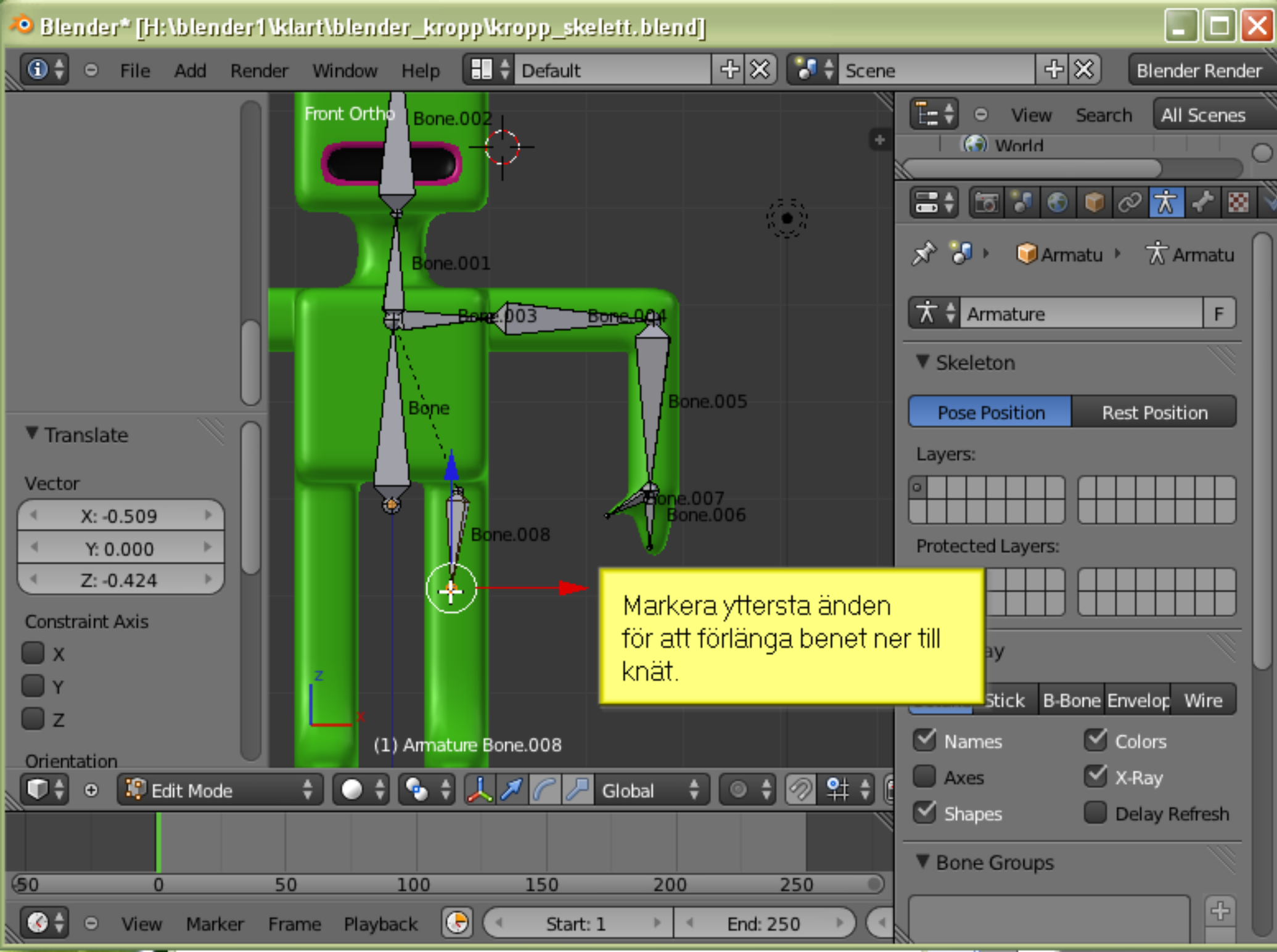


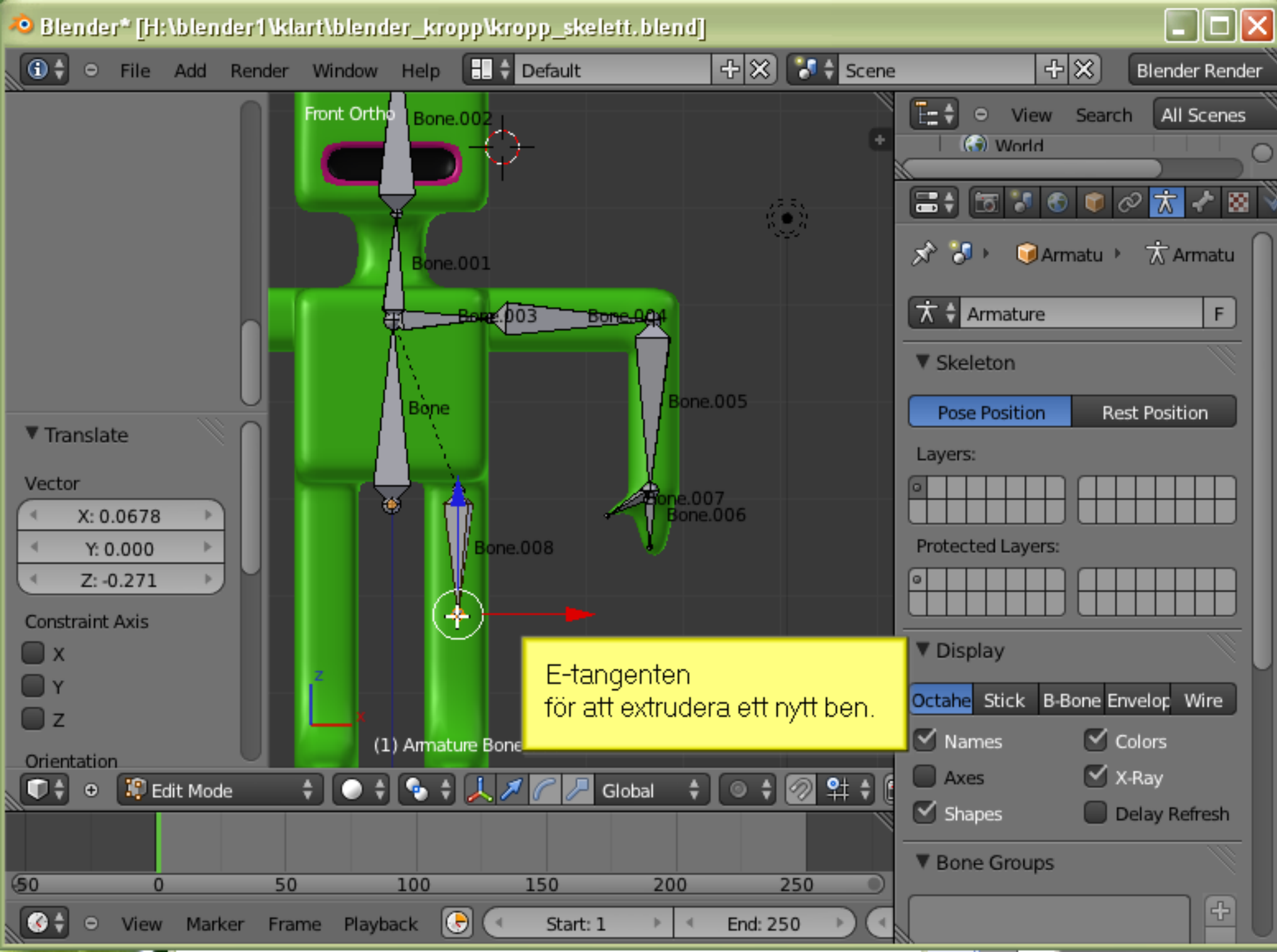


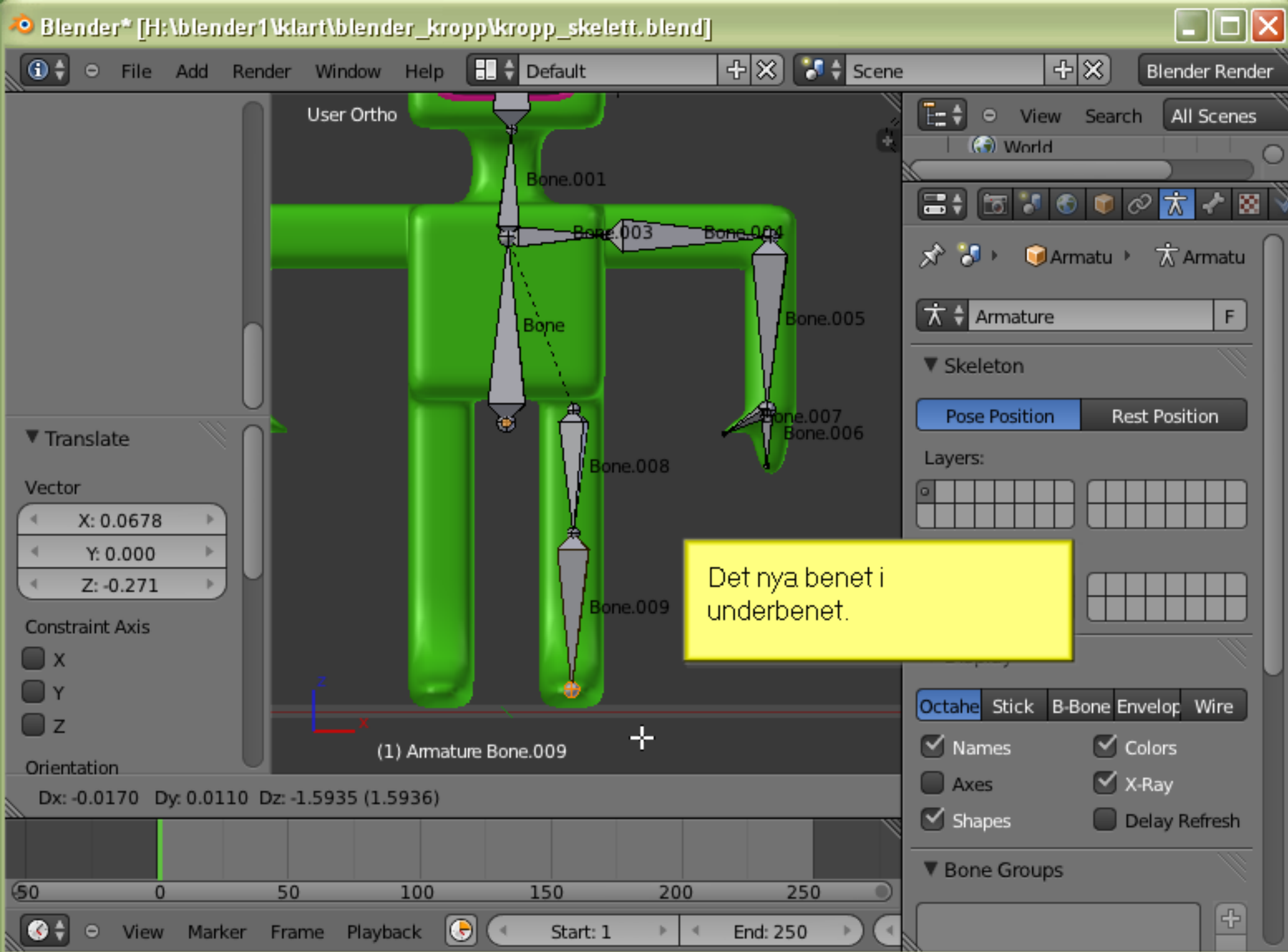


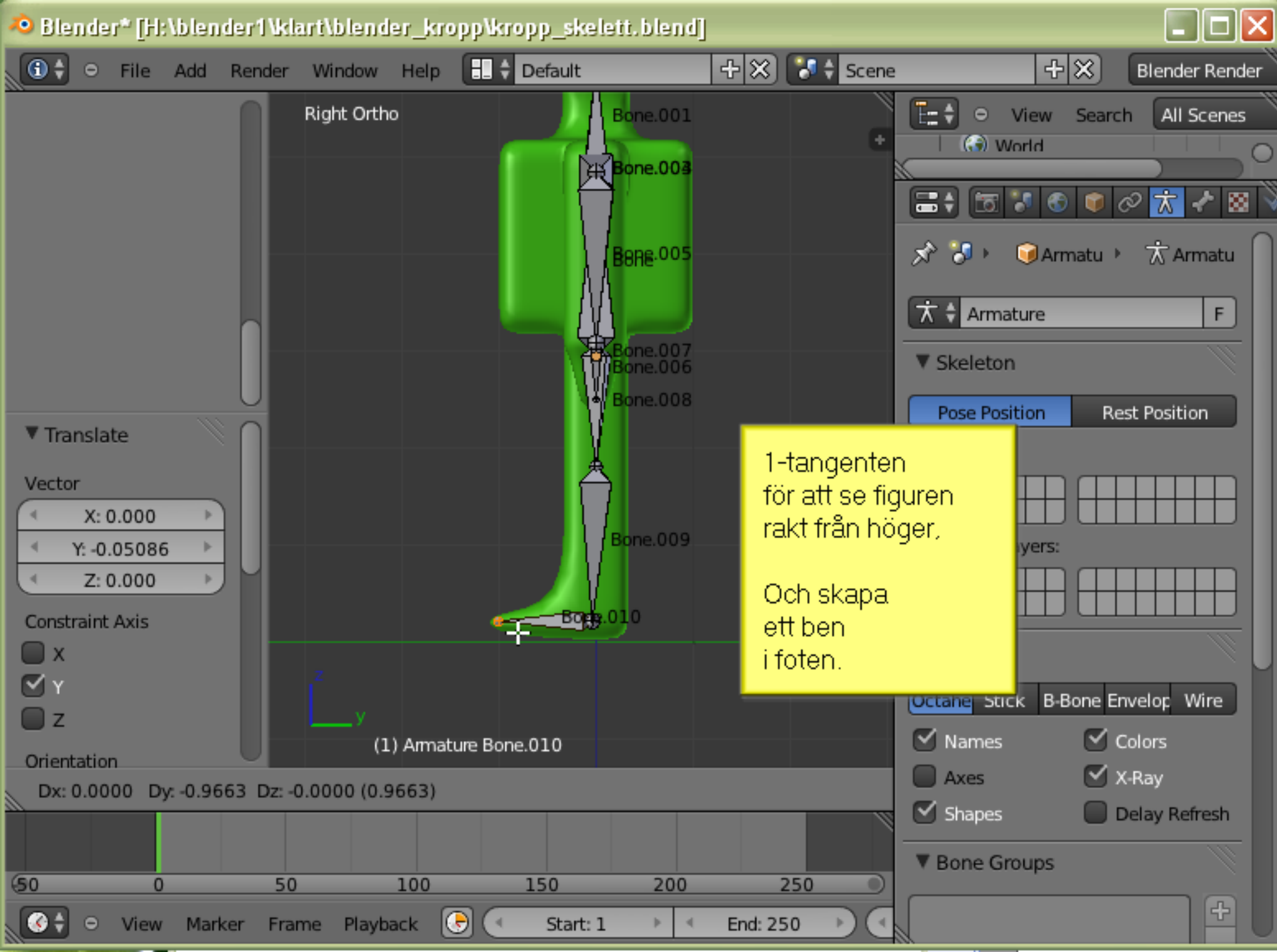


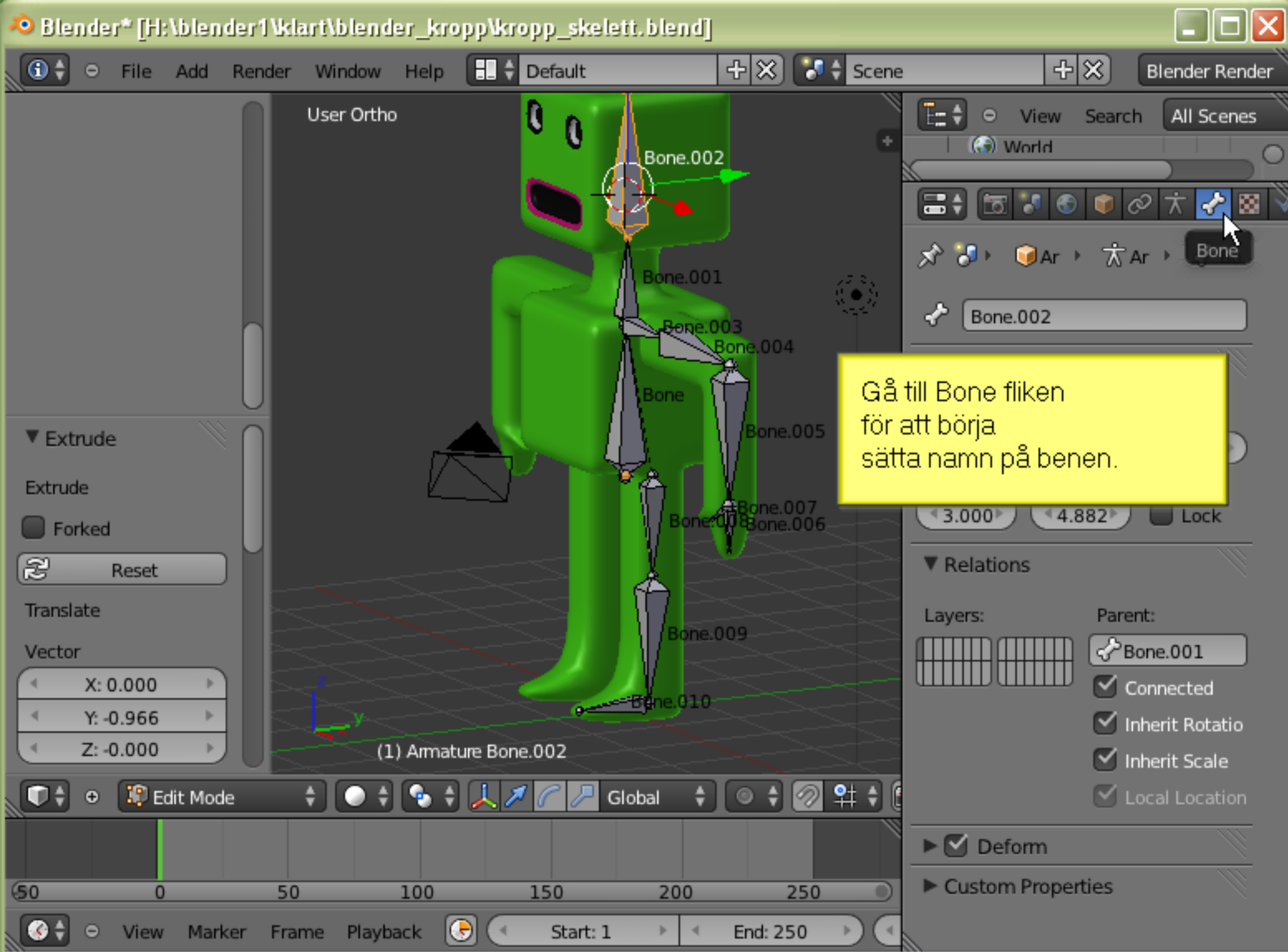


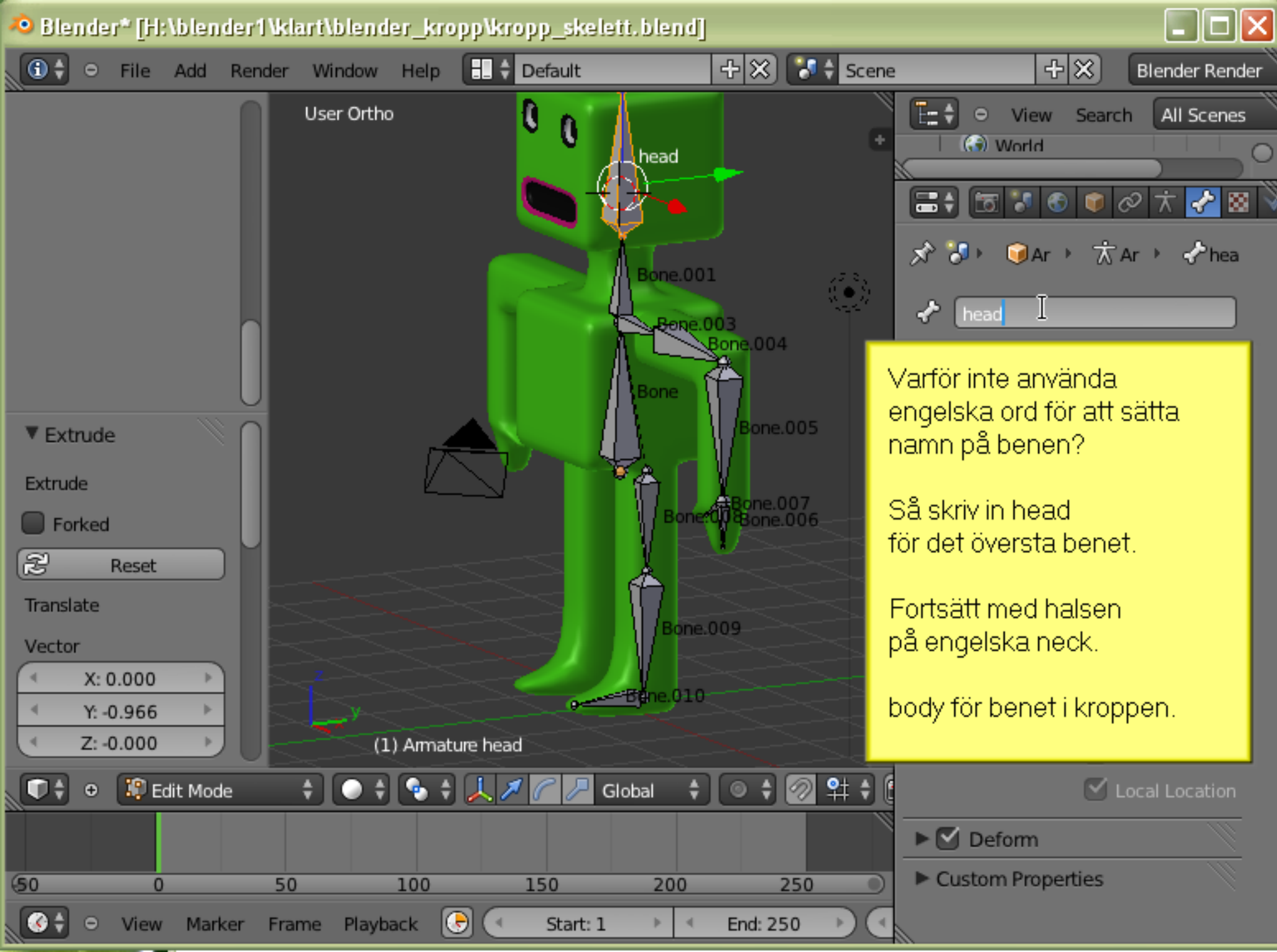


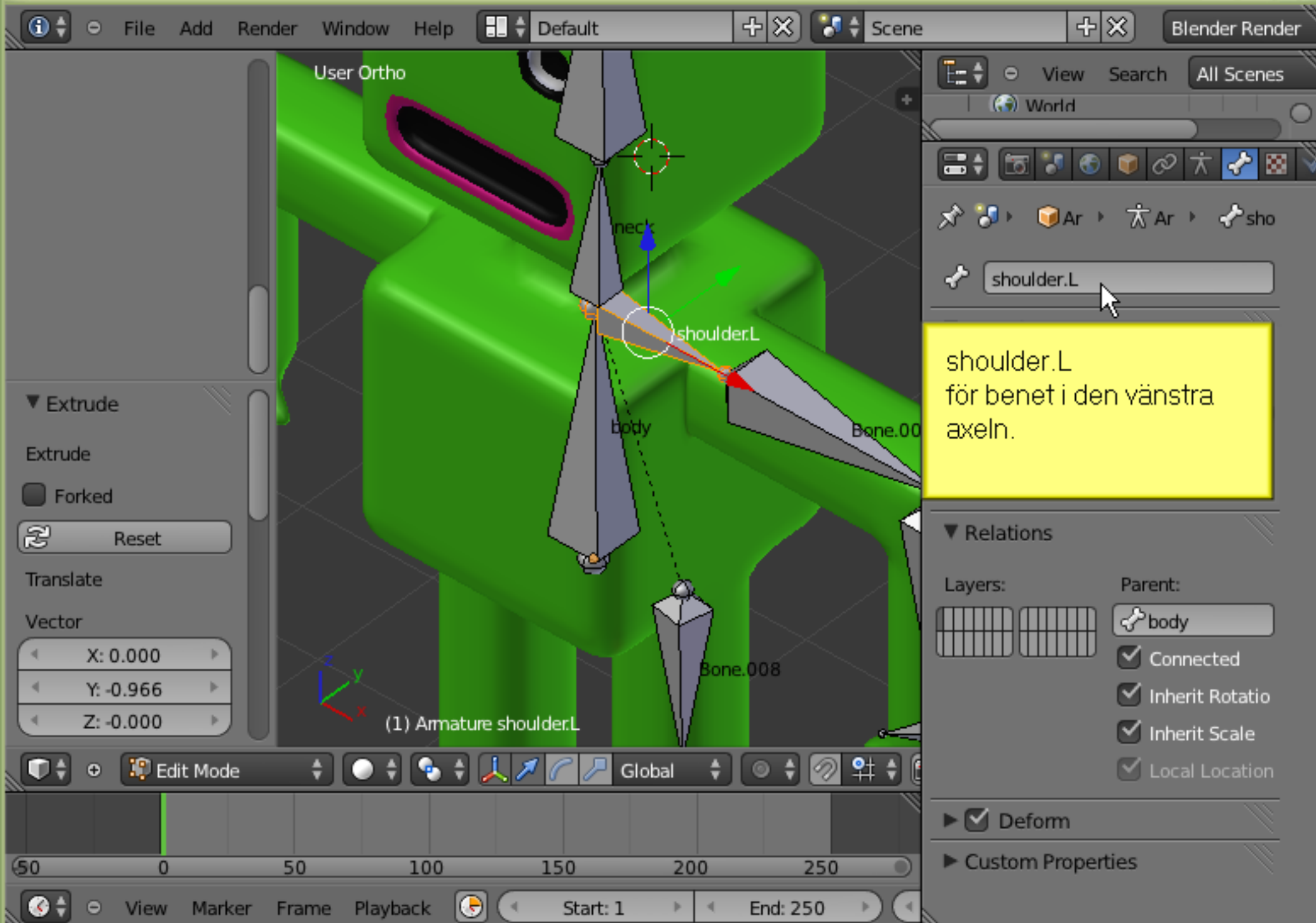


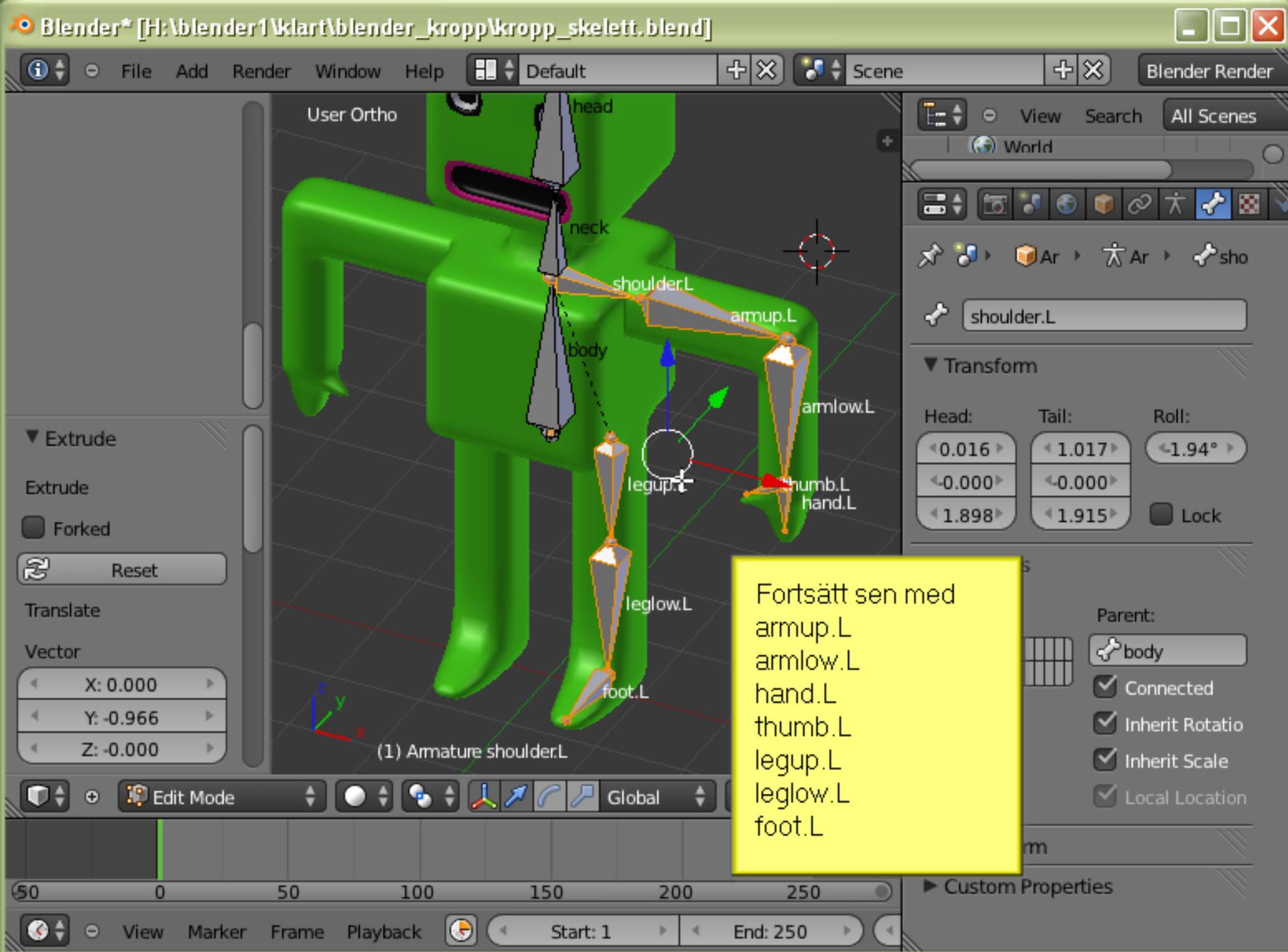


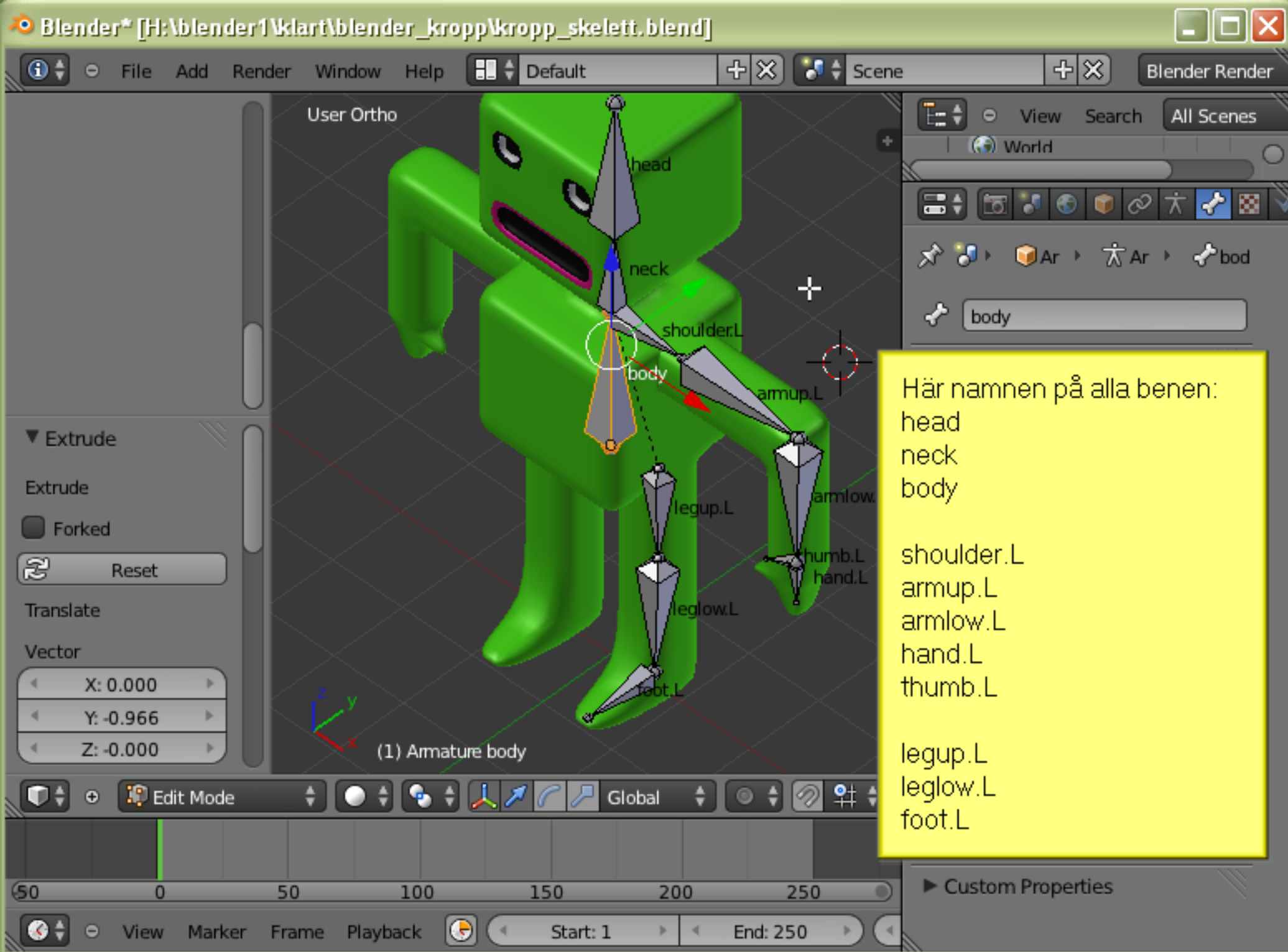


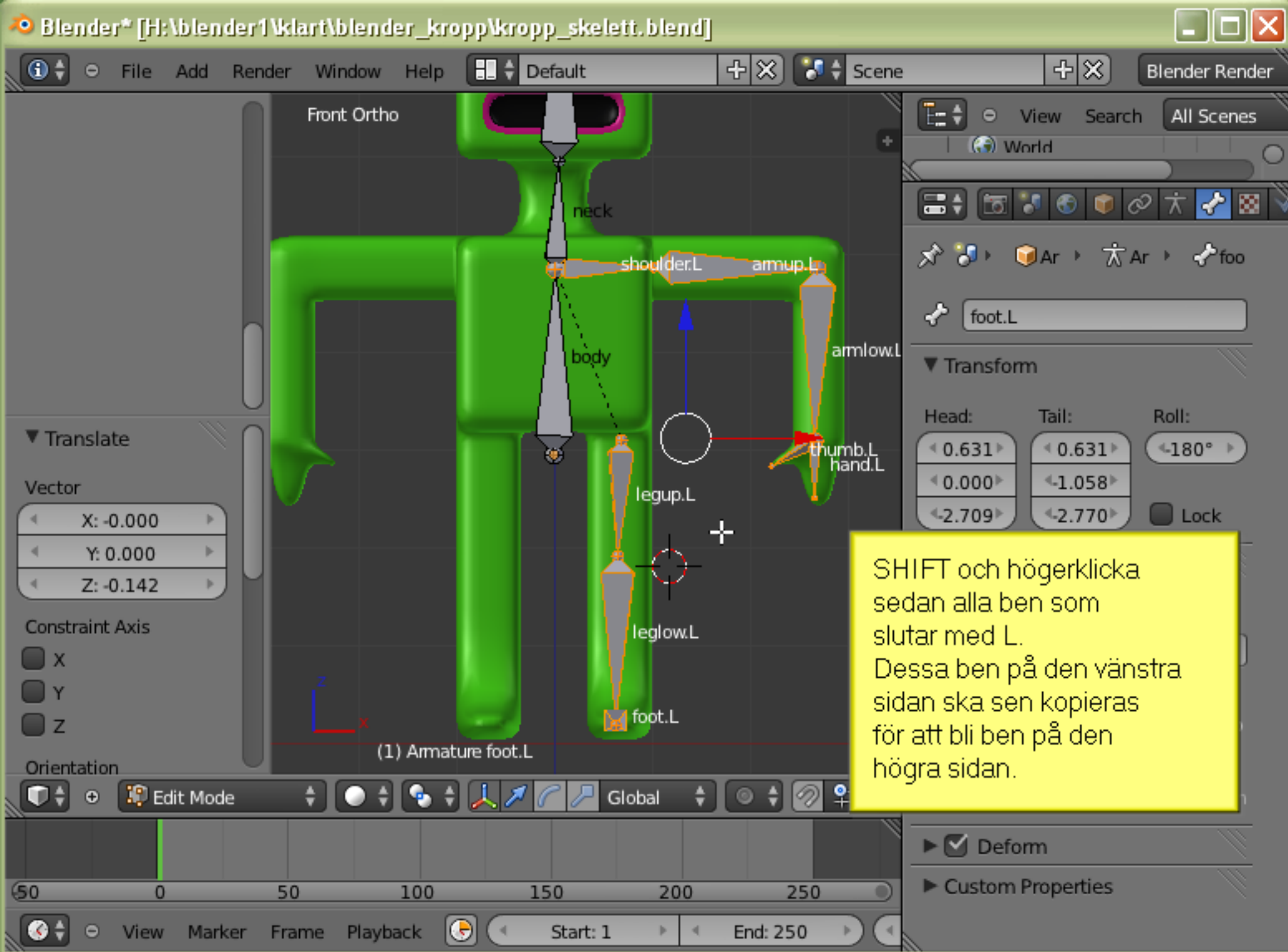


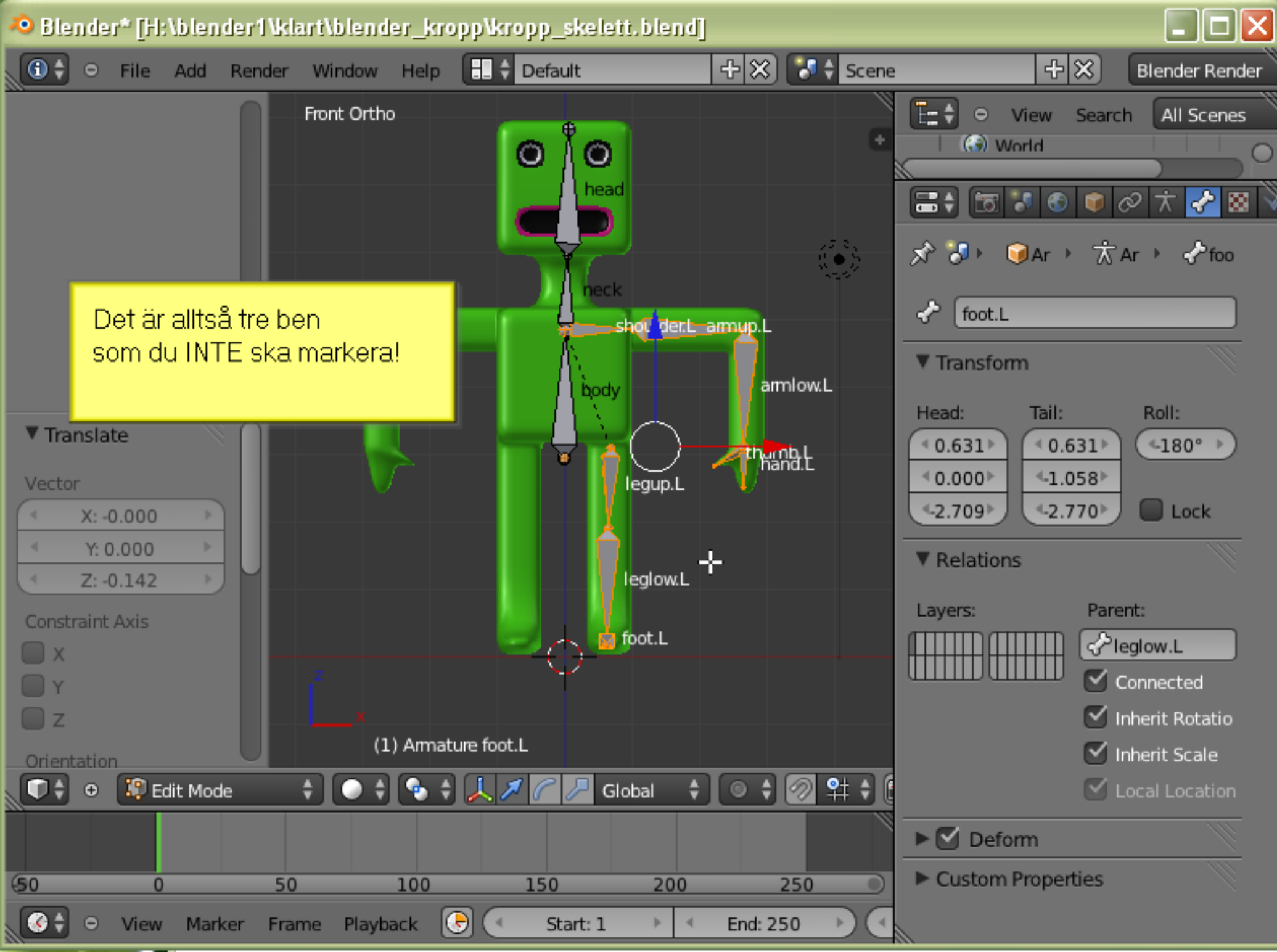












Delete

foot.L

Sen ESC-tangenten
så att du inte flyttar dem.

(1) Armature foot, L

7

Orientation

Edit Mode

Global

All Scenes

 World

foot. I

▼ Transform

Roll:

180°

☐ Lock☐ Lock

▼ Relations

Layers:

[illegible]

Parent:

 Connected

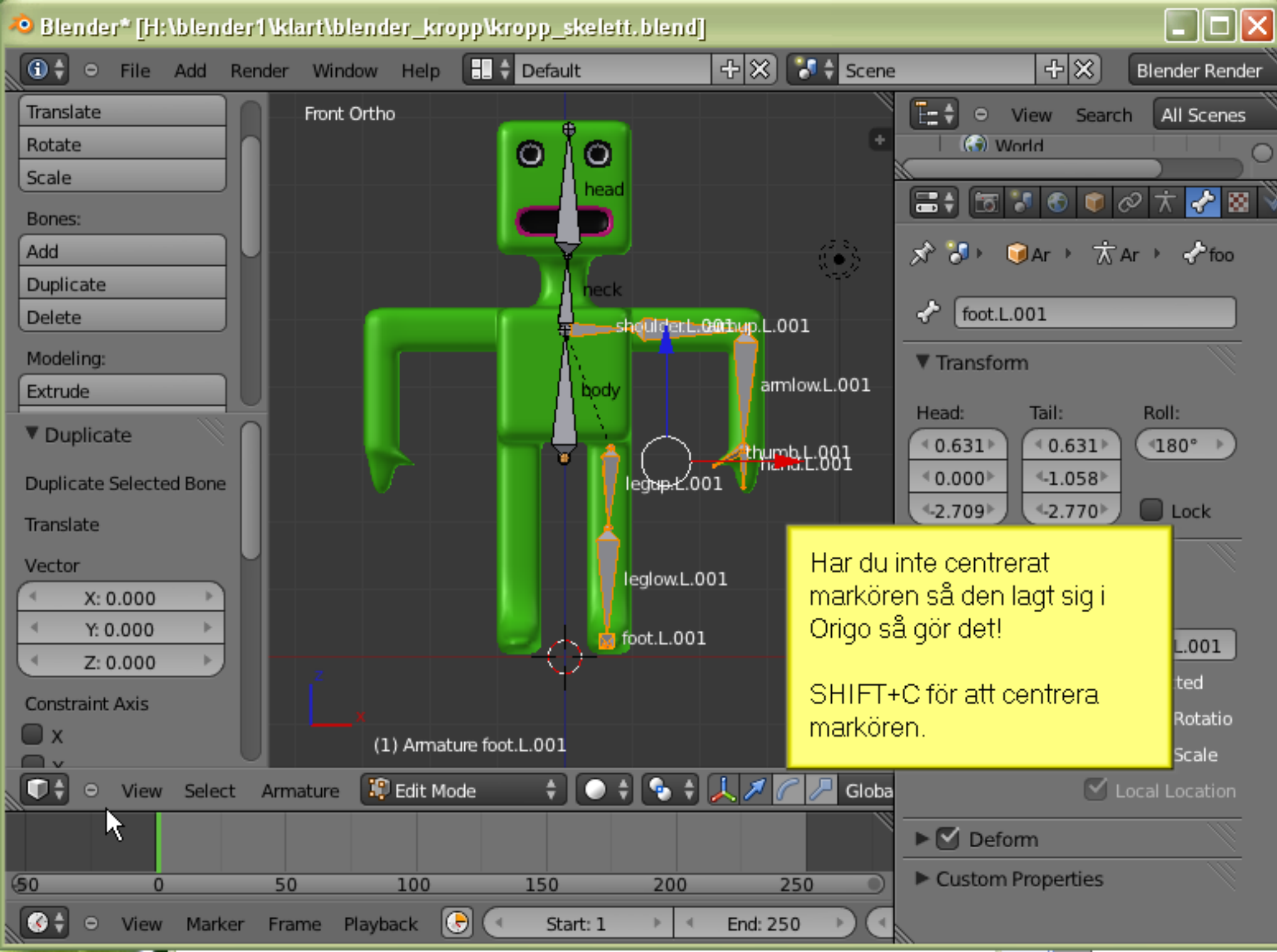
☒ Inherit Rotation☒ Inherit Scale☒ Local Location

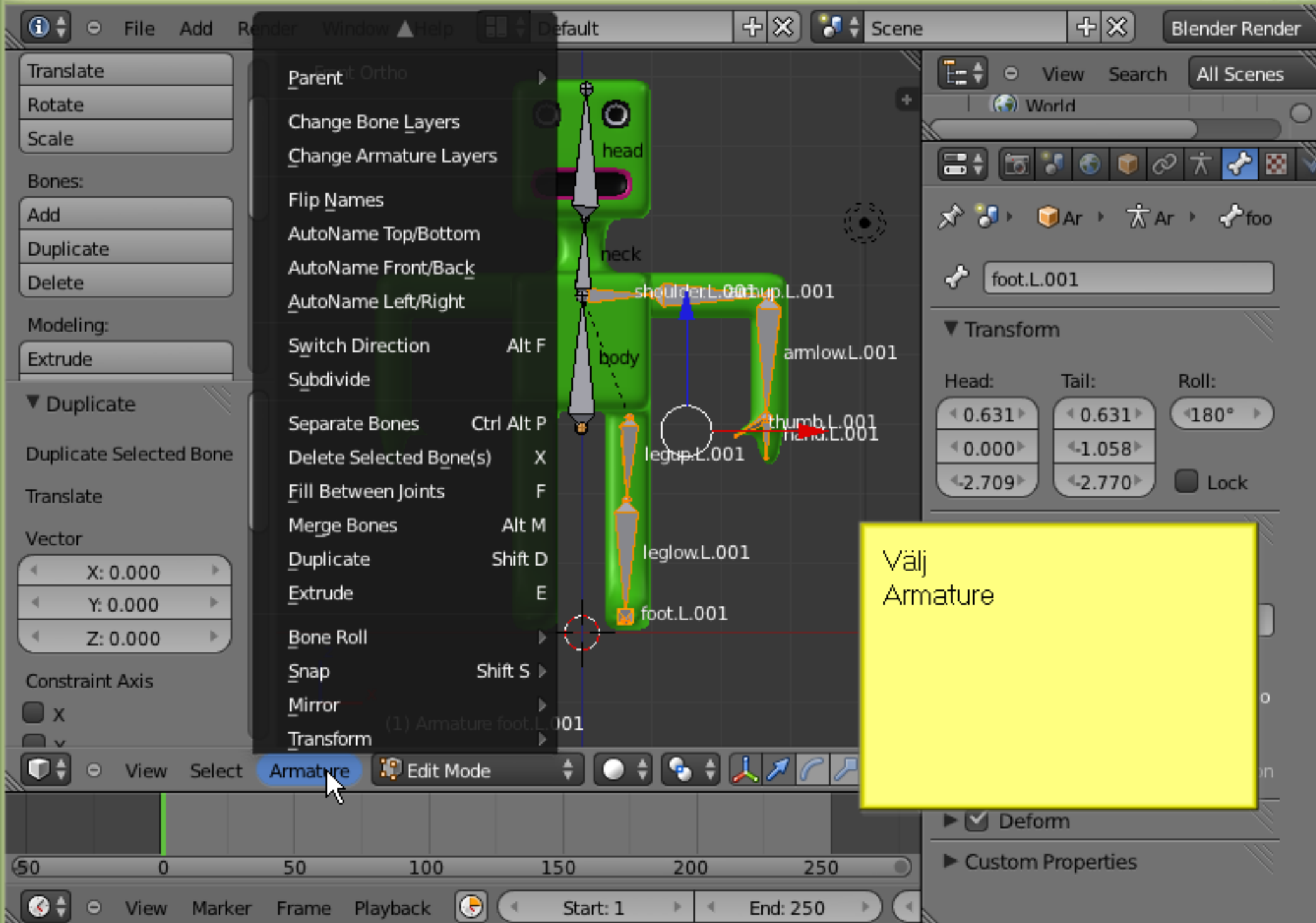
▶ ☒ Deform

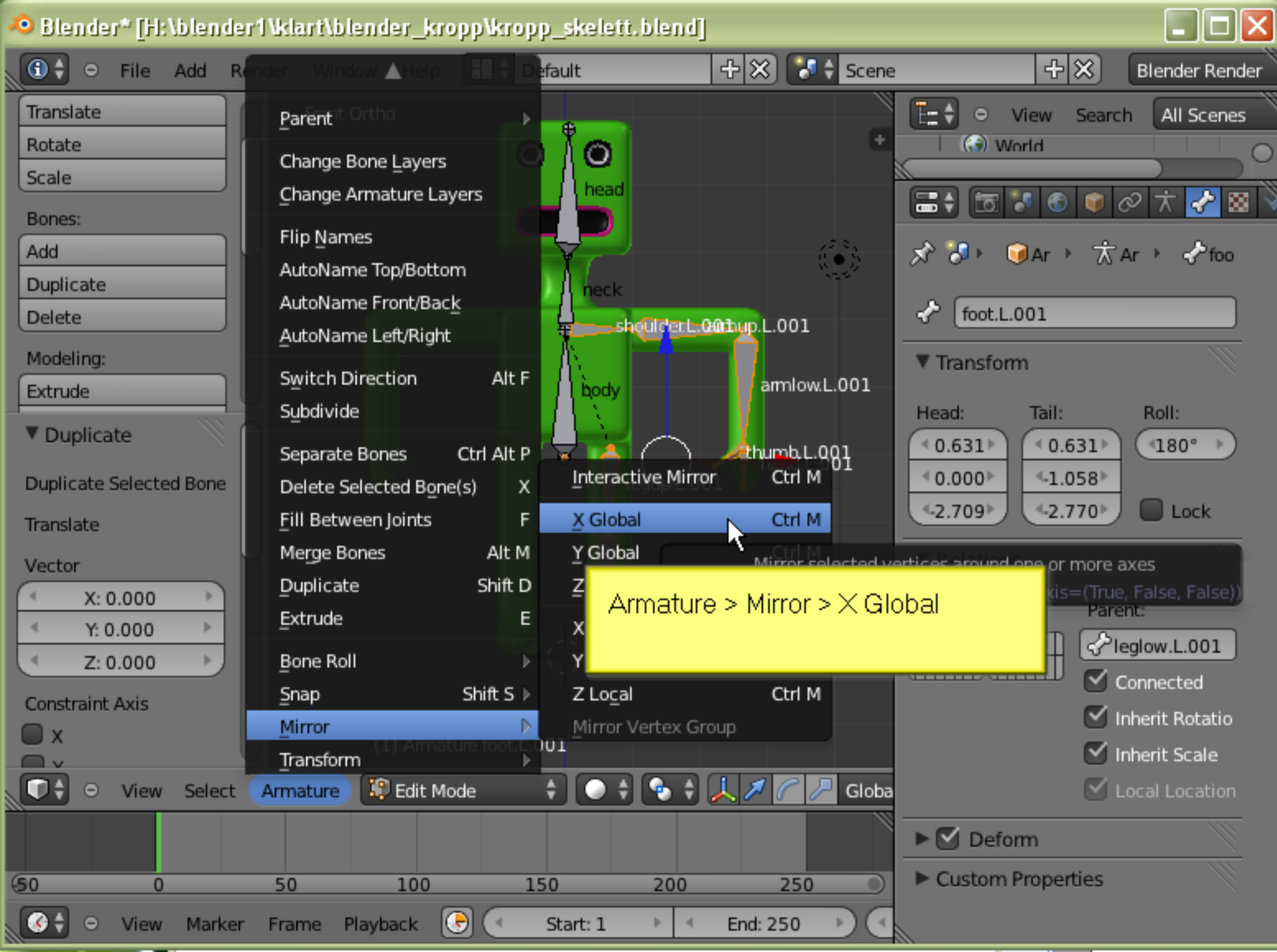
► Custom Properties

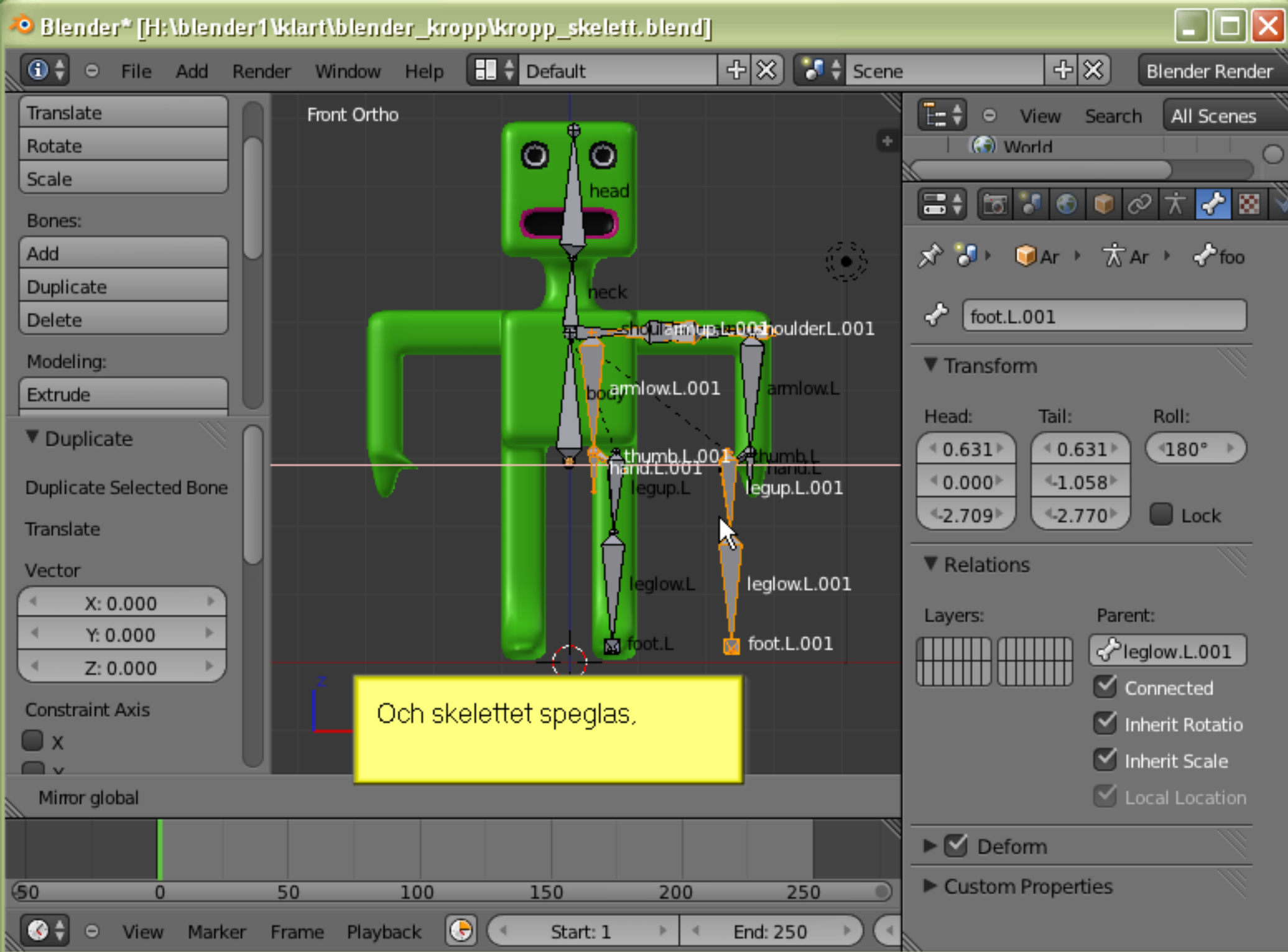
0 ▶

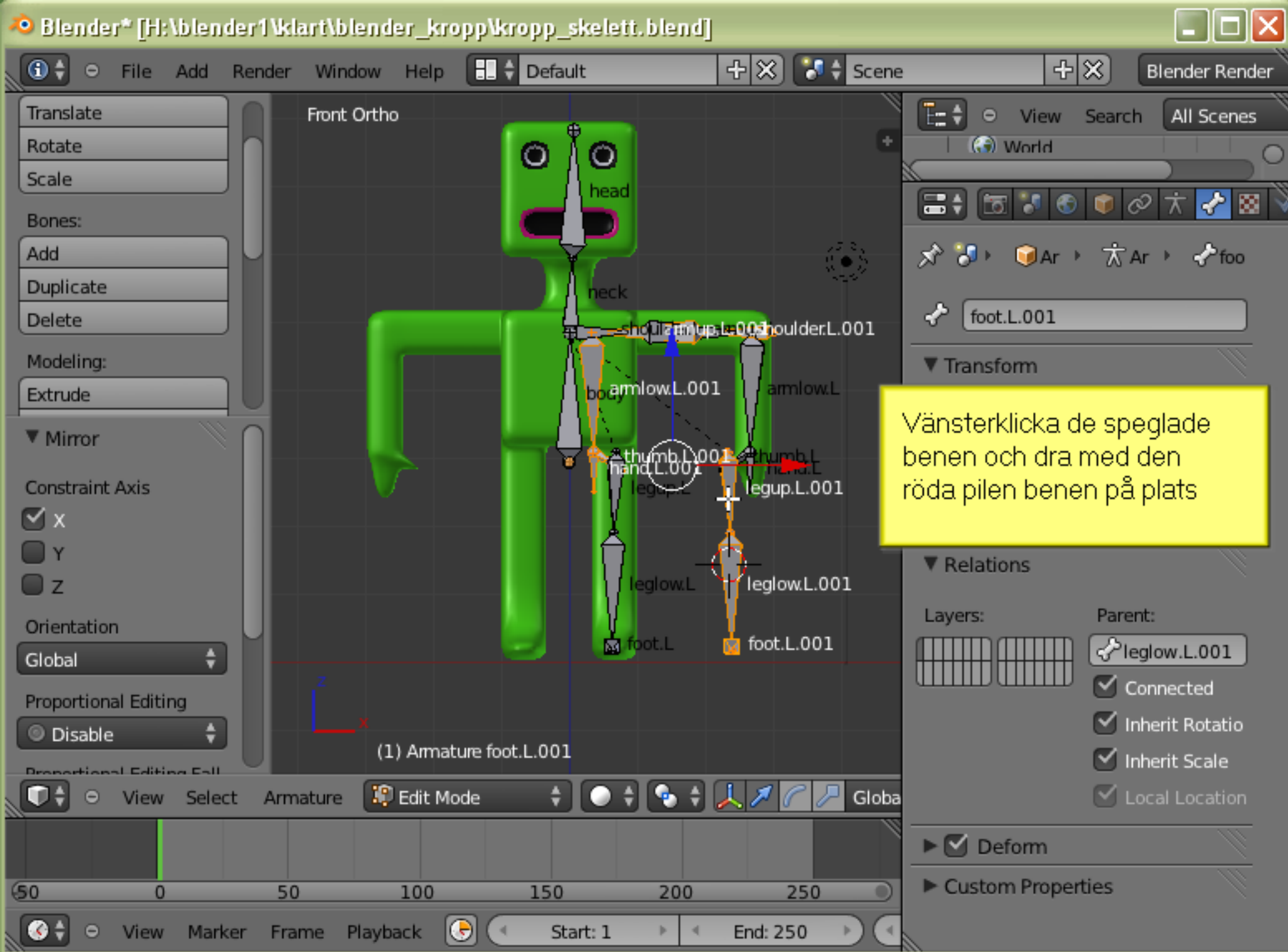
End: 250

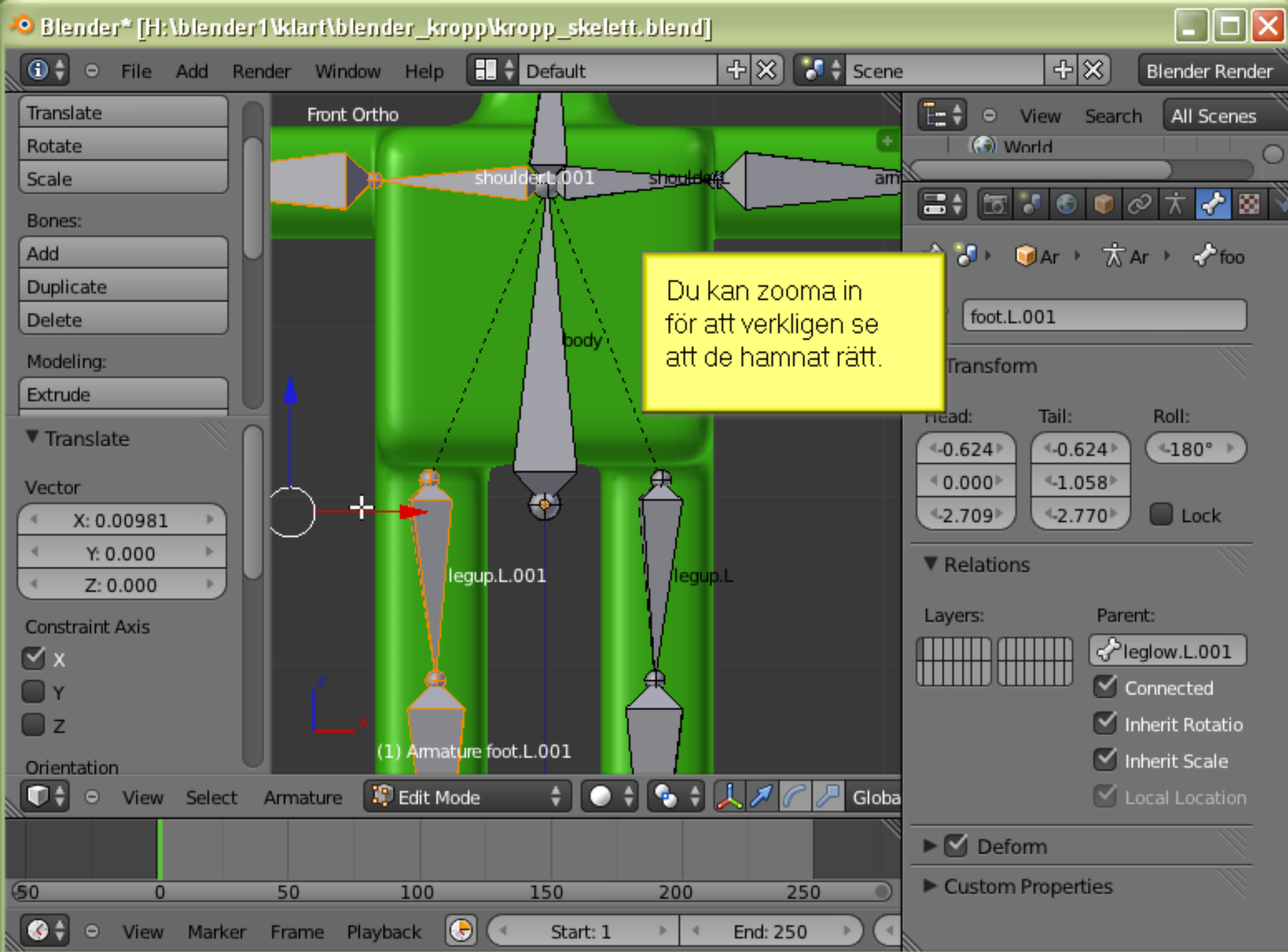


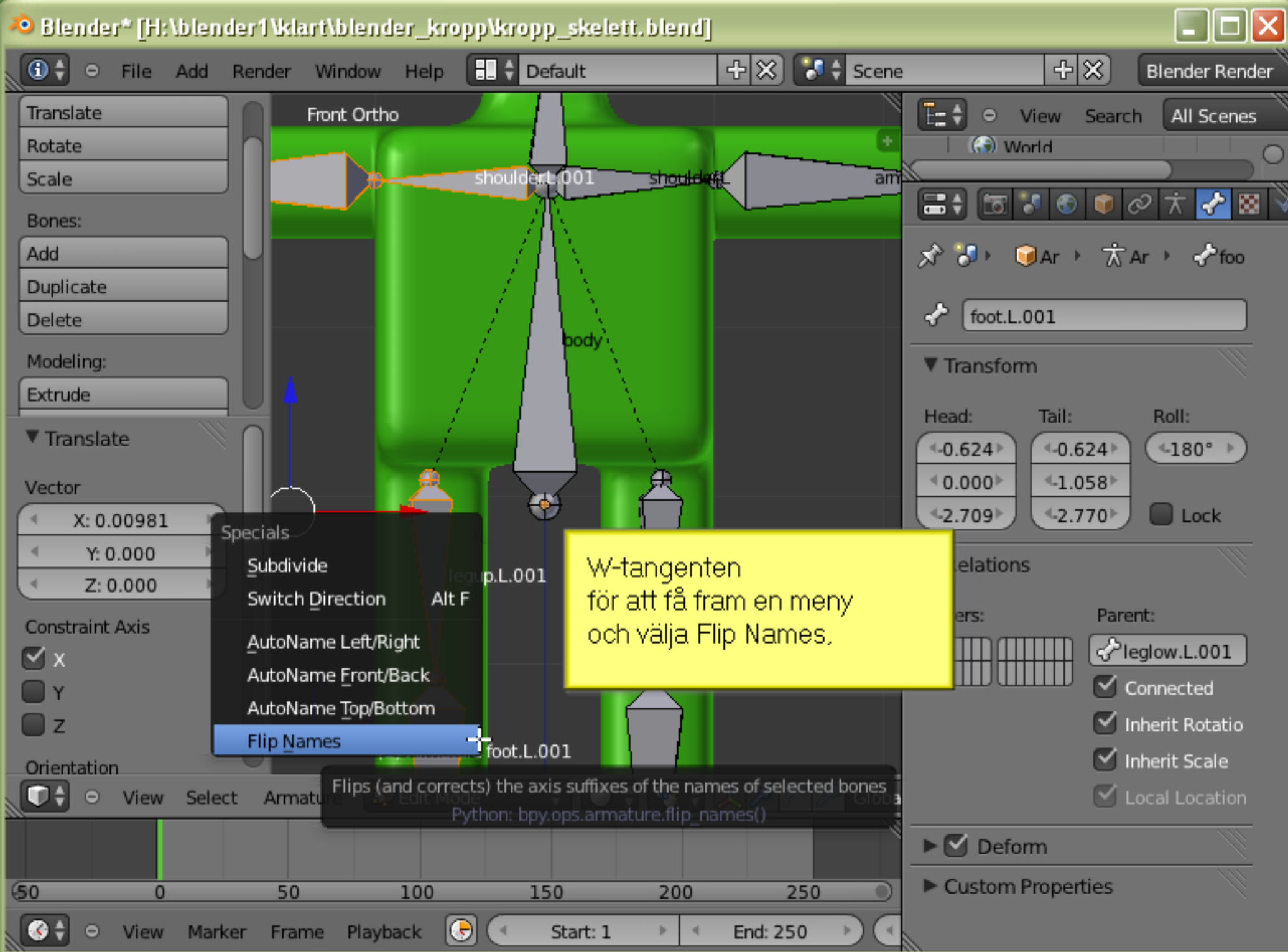


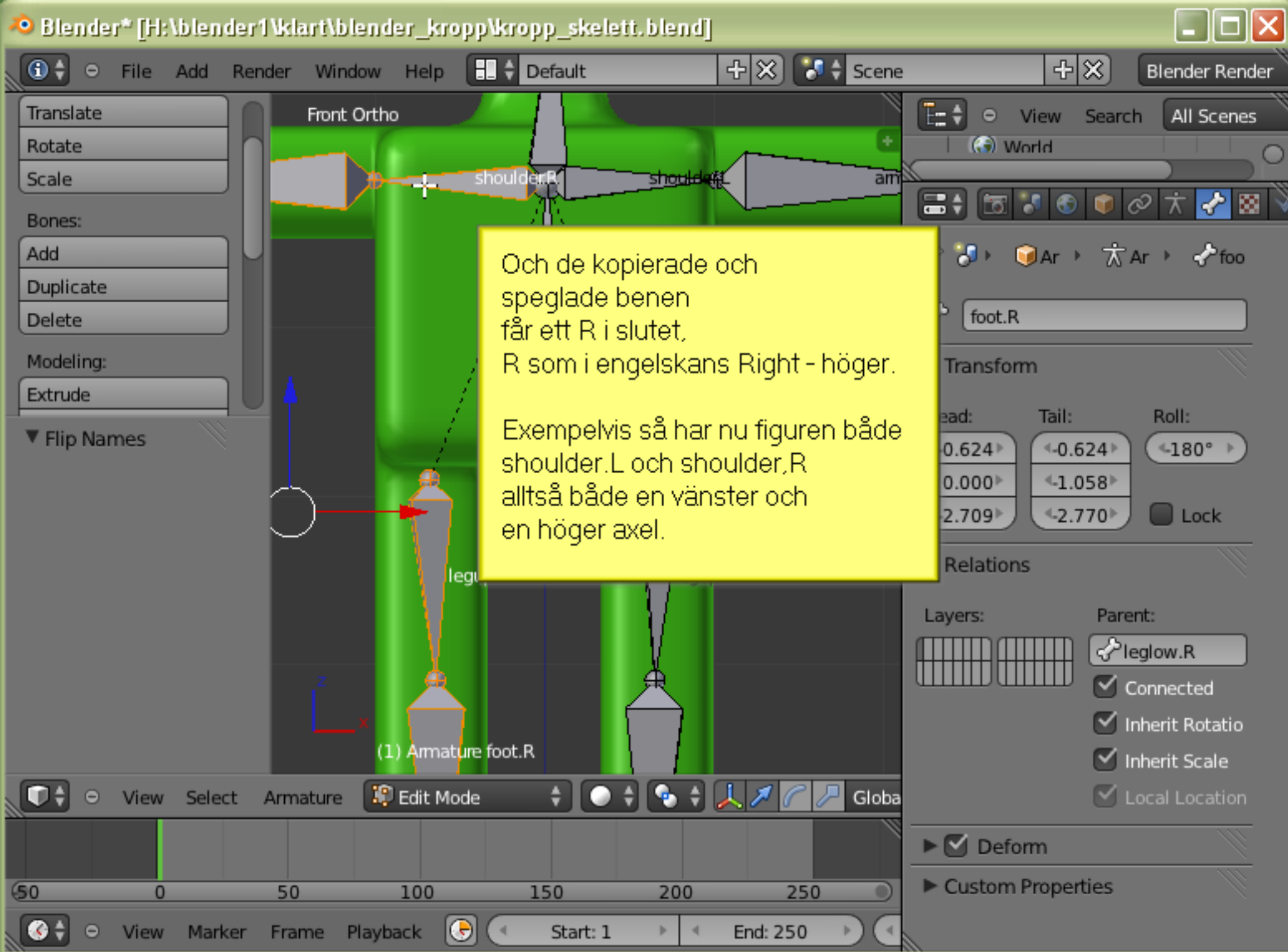


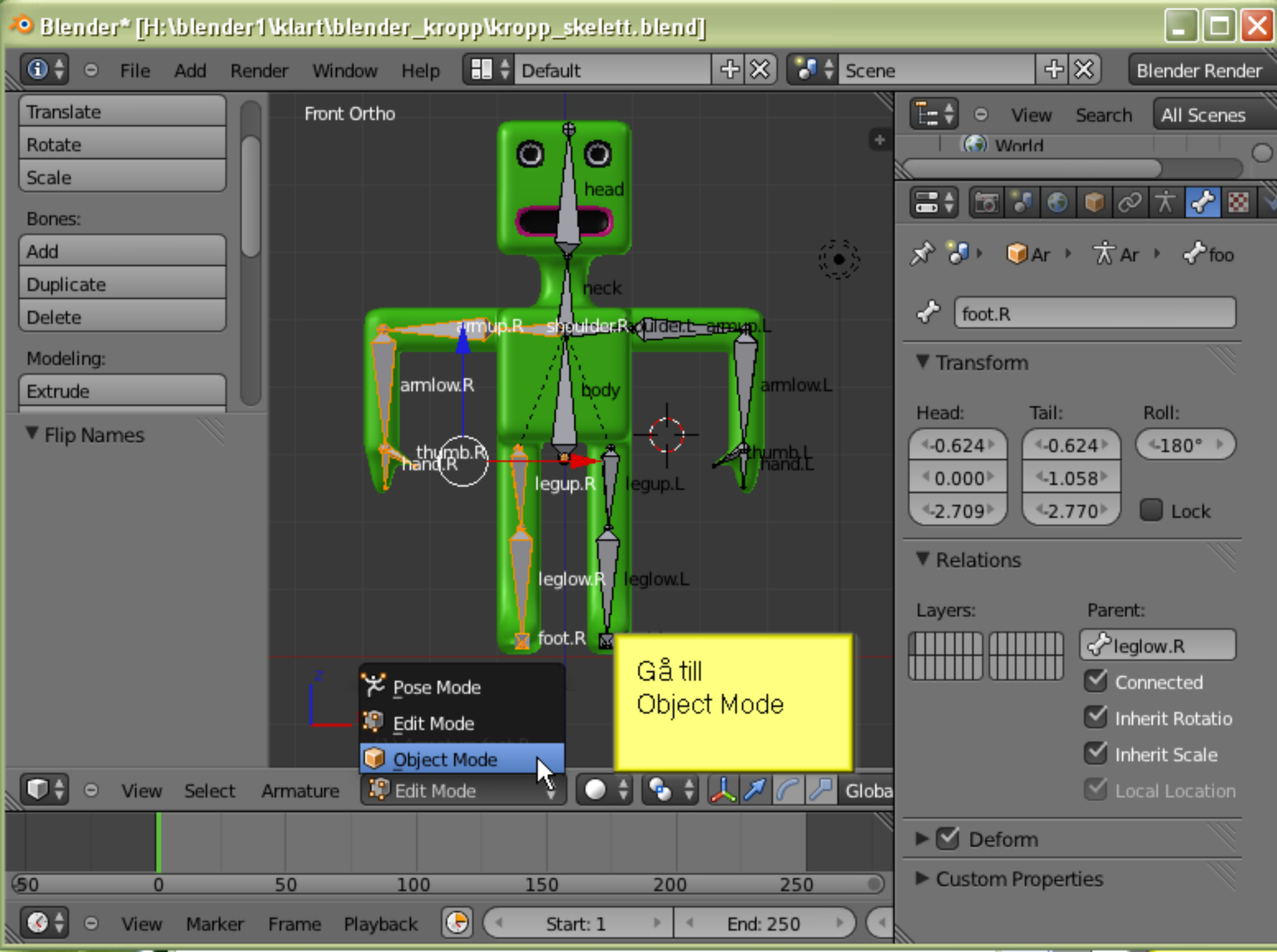


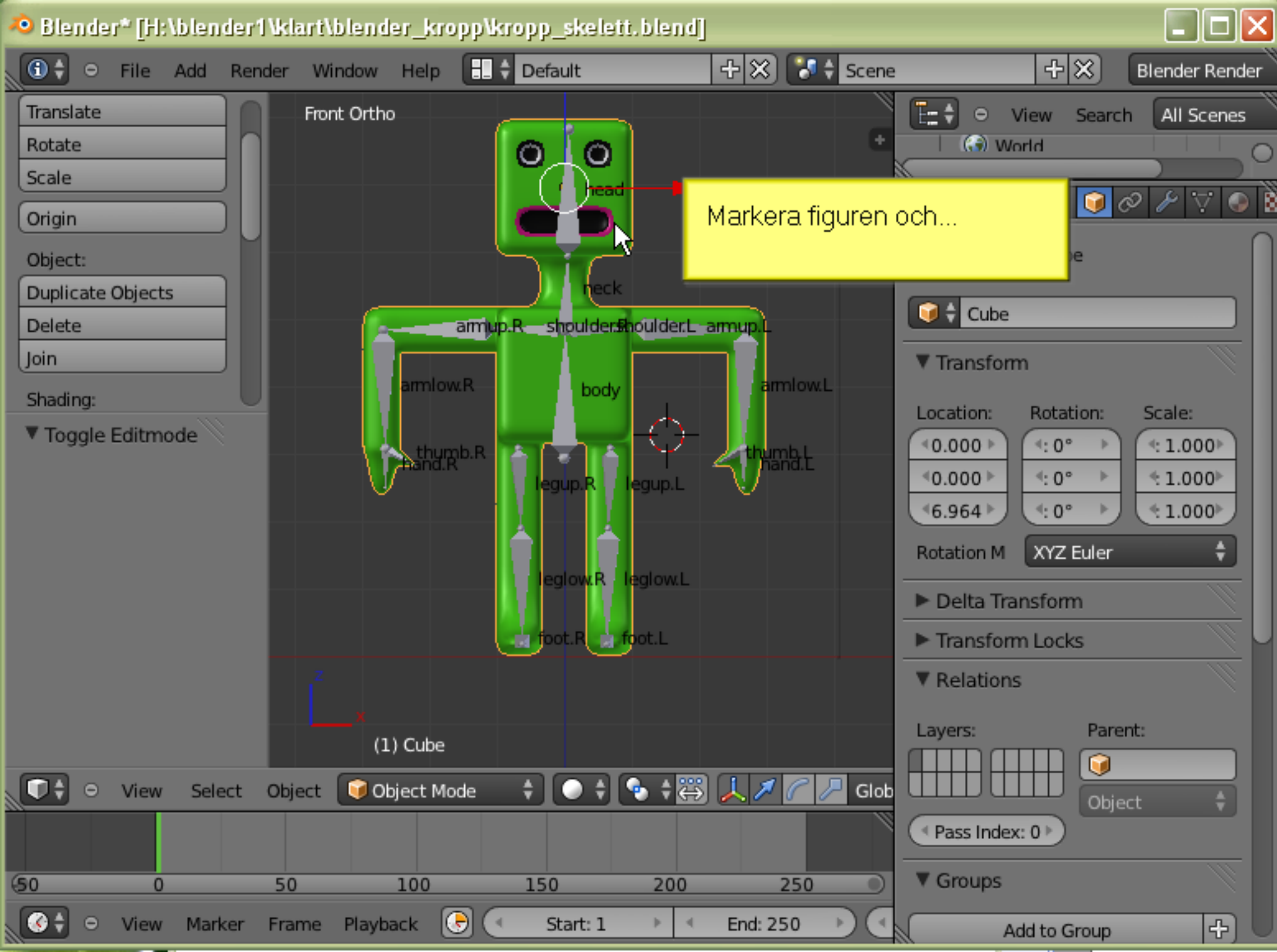


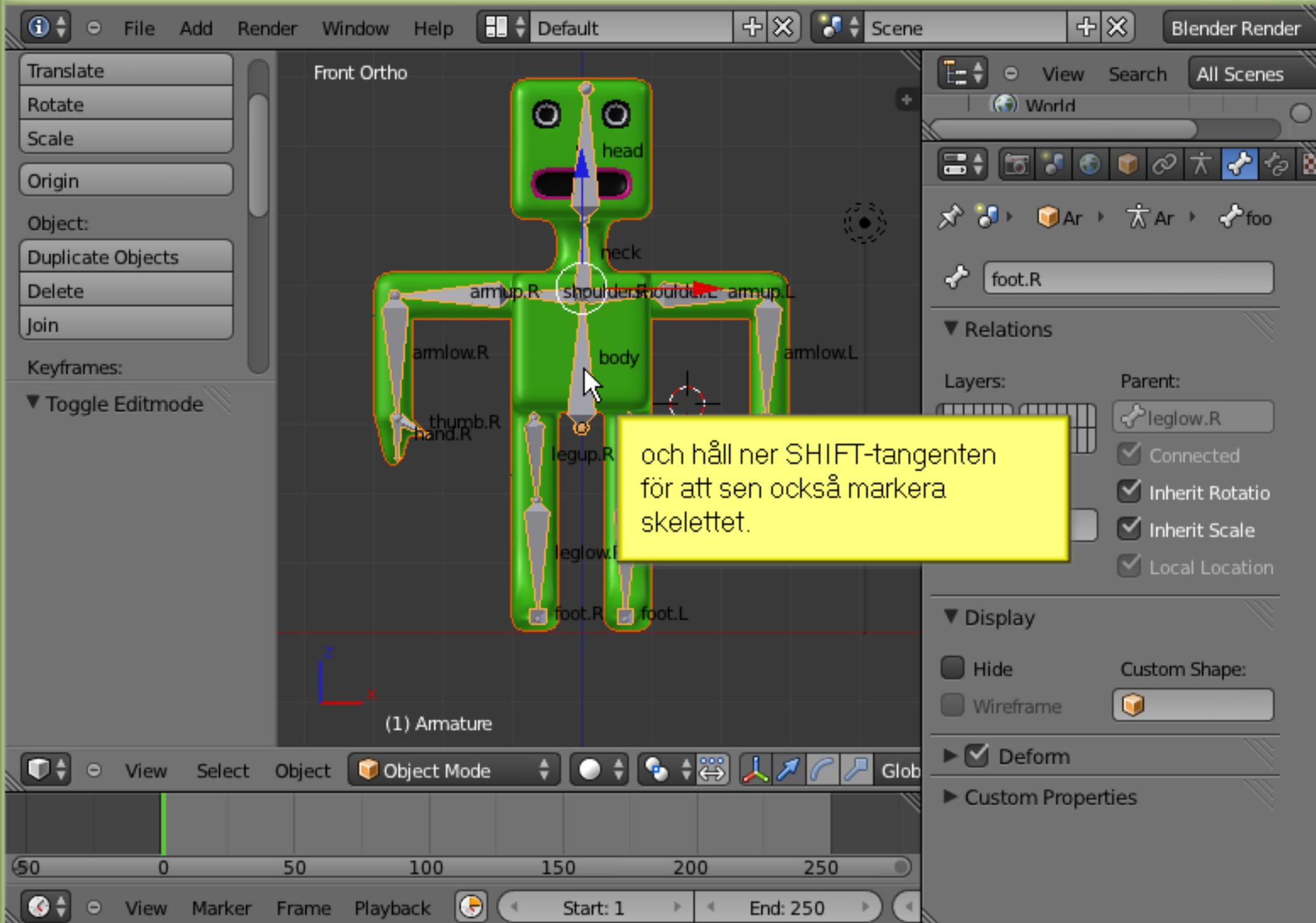


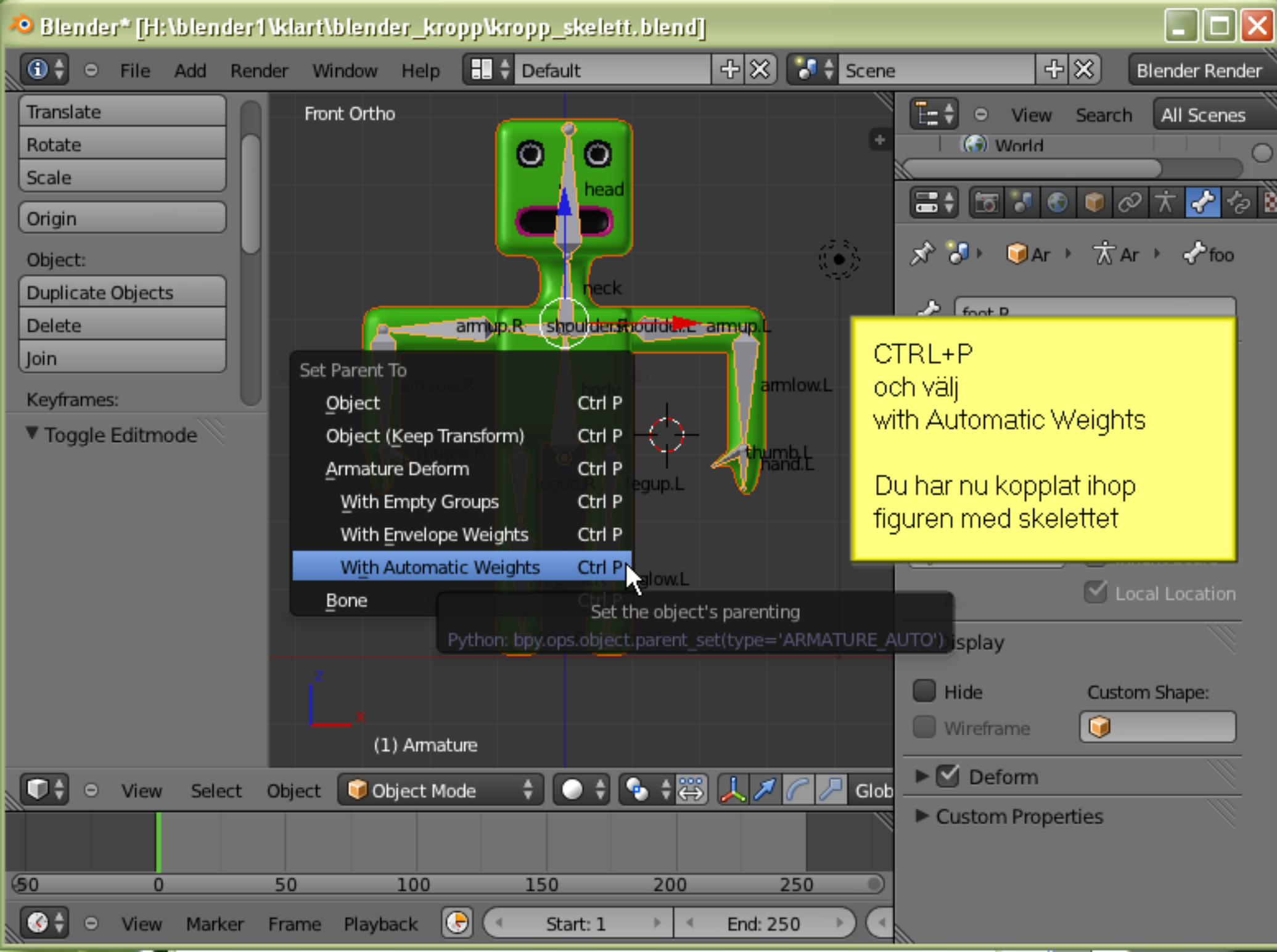












Set Parent To

- Object Ctrl P
- Object (Keep Transform) Ctrl P
- Armature Deform Ctrl P
- With Empty Groups Ctrl P
- With Envelope Weights Ctrl P
- With Automatic Weights Ctrl P
- Bone Ctrl P

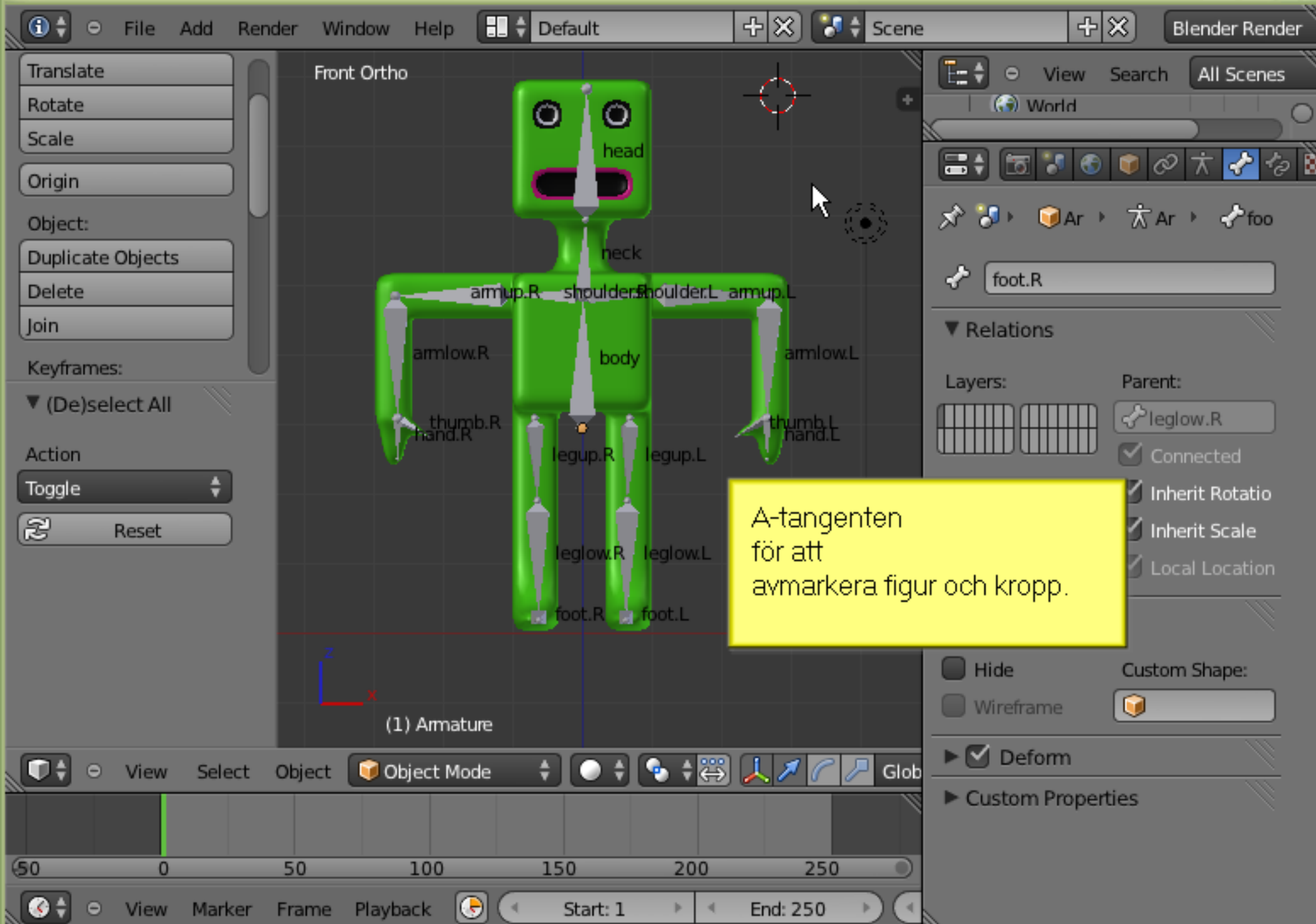
Set the object's parenting

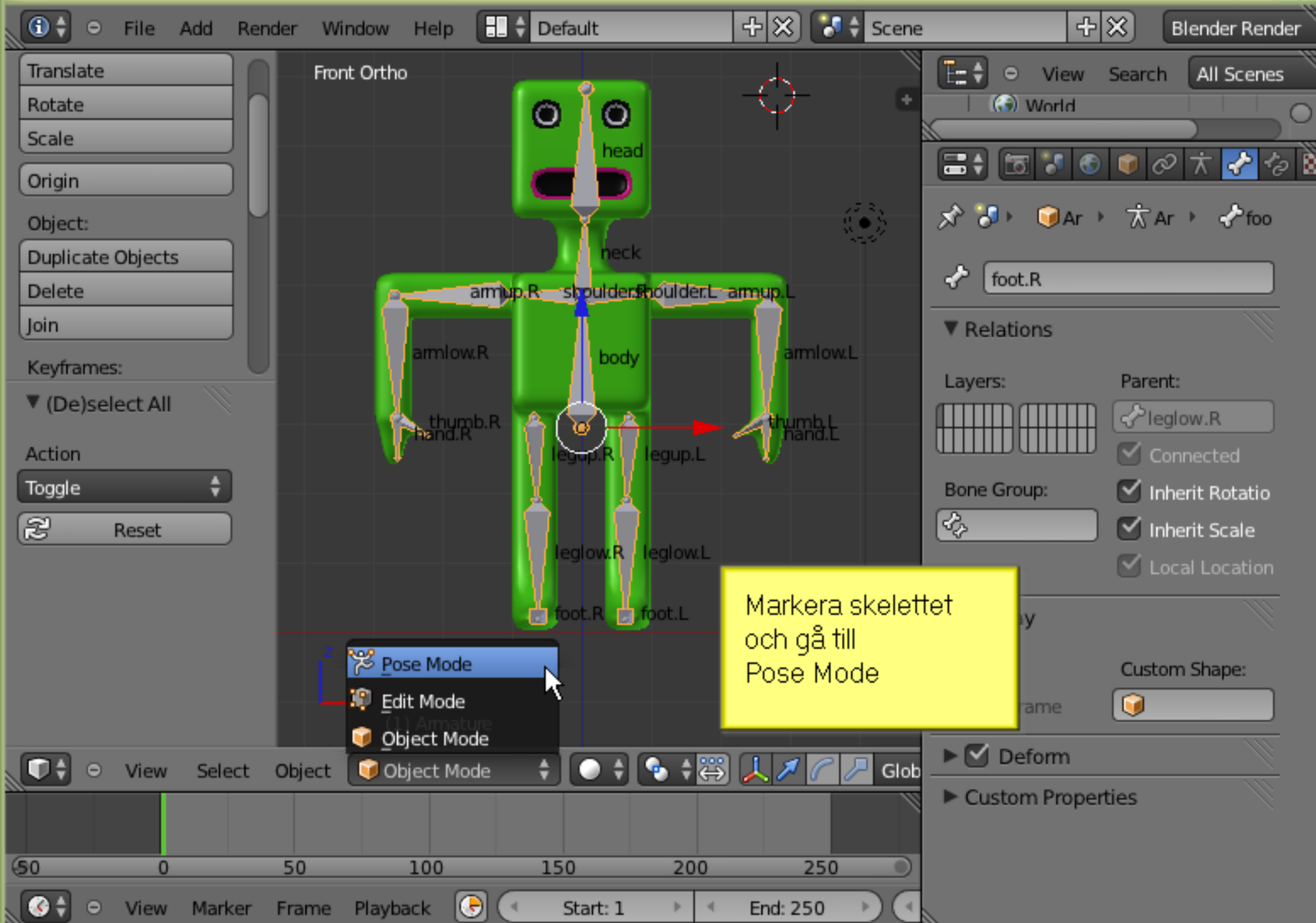
Python: bpy.ops.object.parent_set(type='ARMATURE_AUTO')

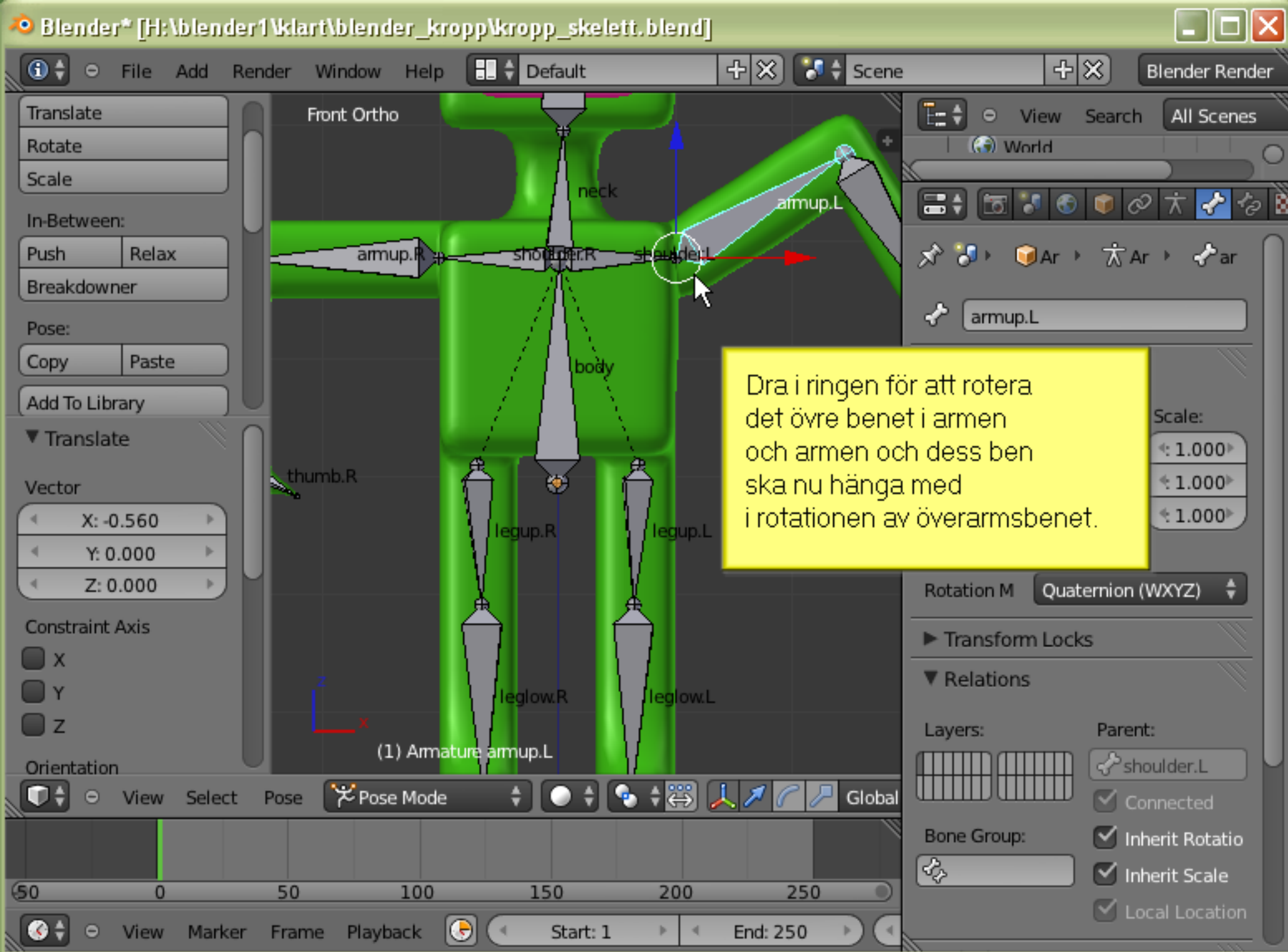
CTRL+P

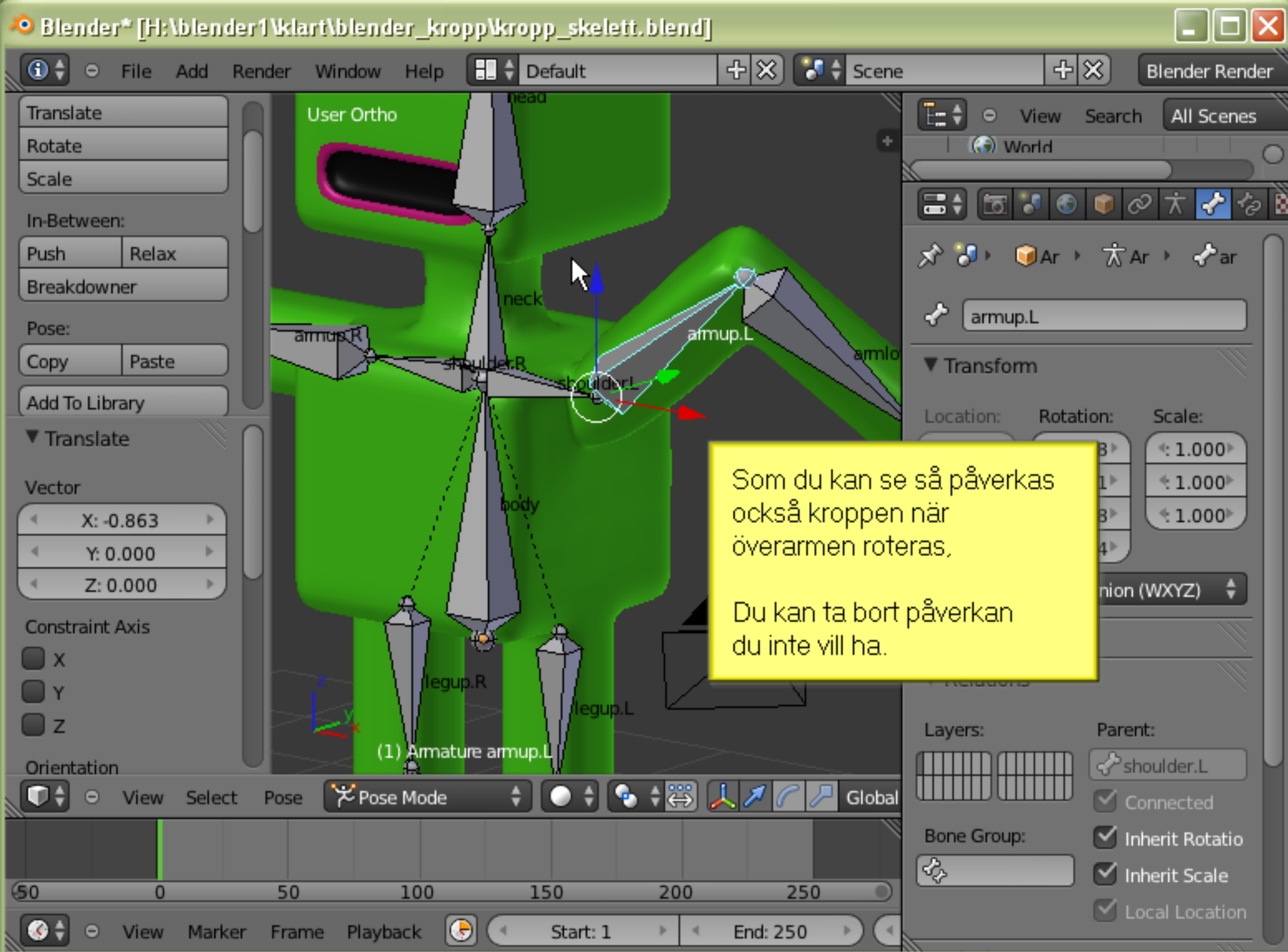
och välj
with Automatic Weights

Du har nu kopplat ihop
figuren med skelettet



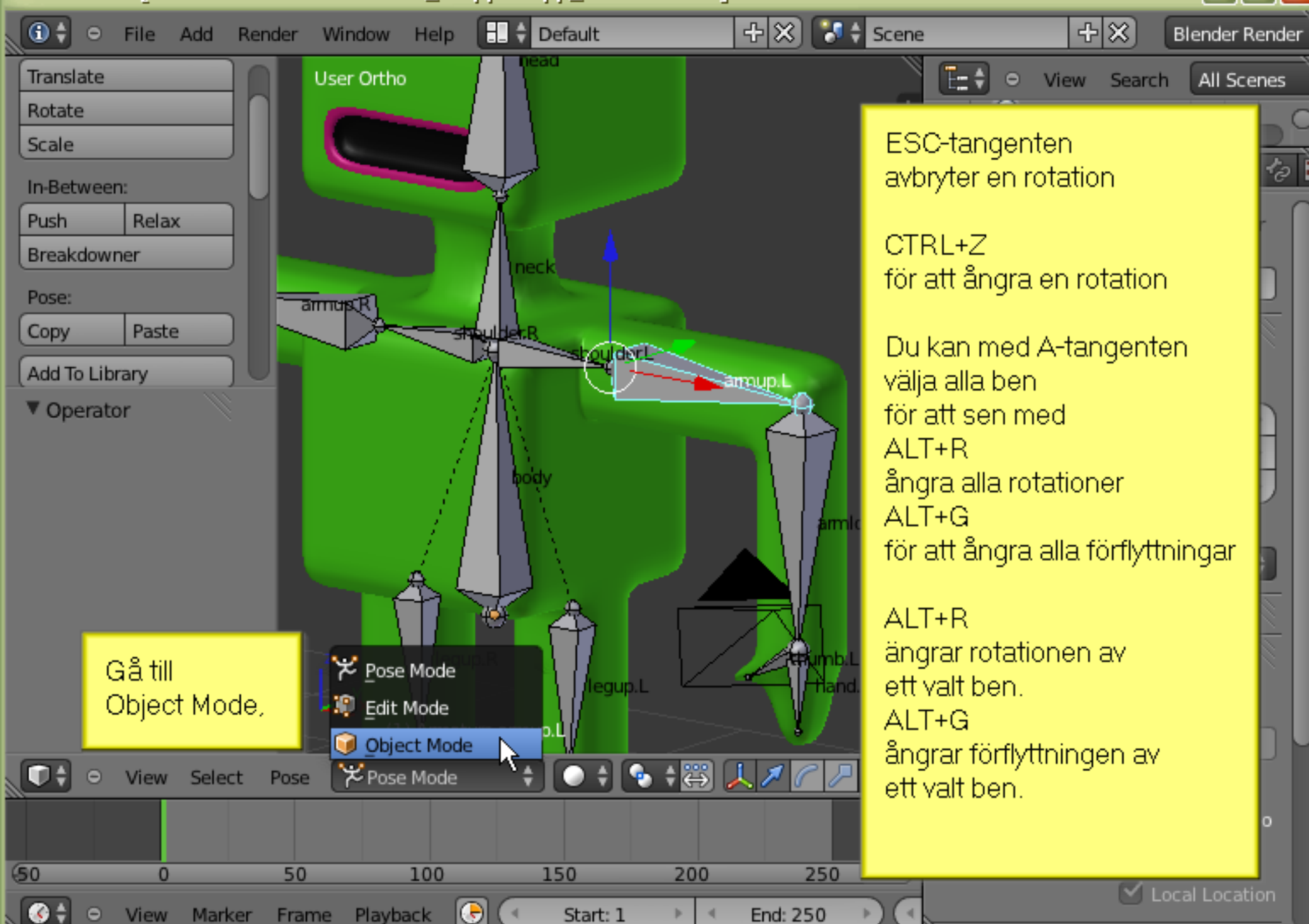






Som du kan se så påverkas
också kroppen när
överarmen roteras.

Du kan ta bort påverkan
du inte vill ha.



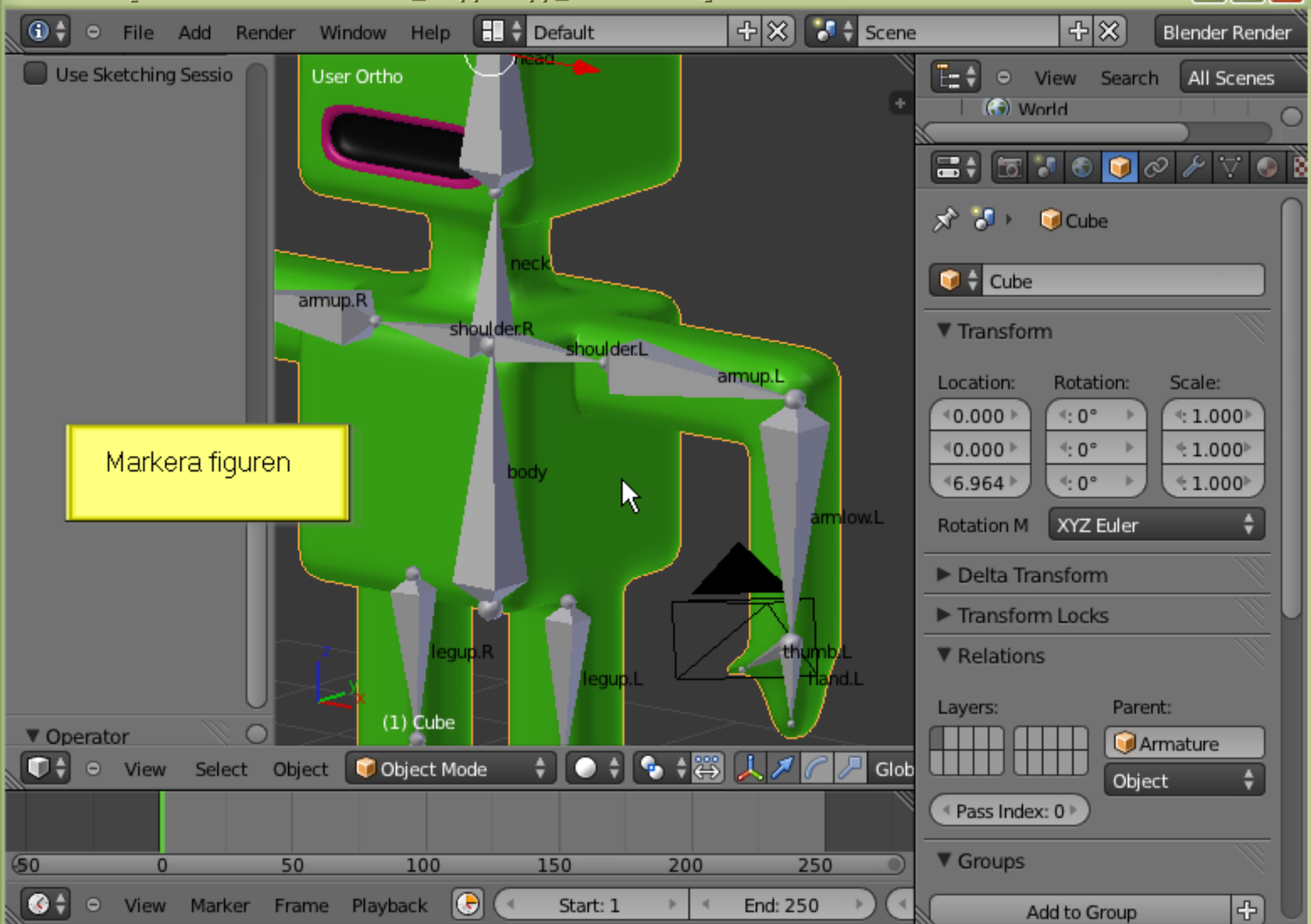
Gå till
Object Mode,

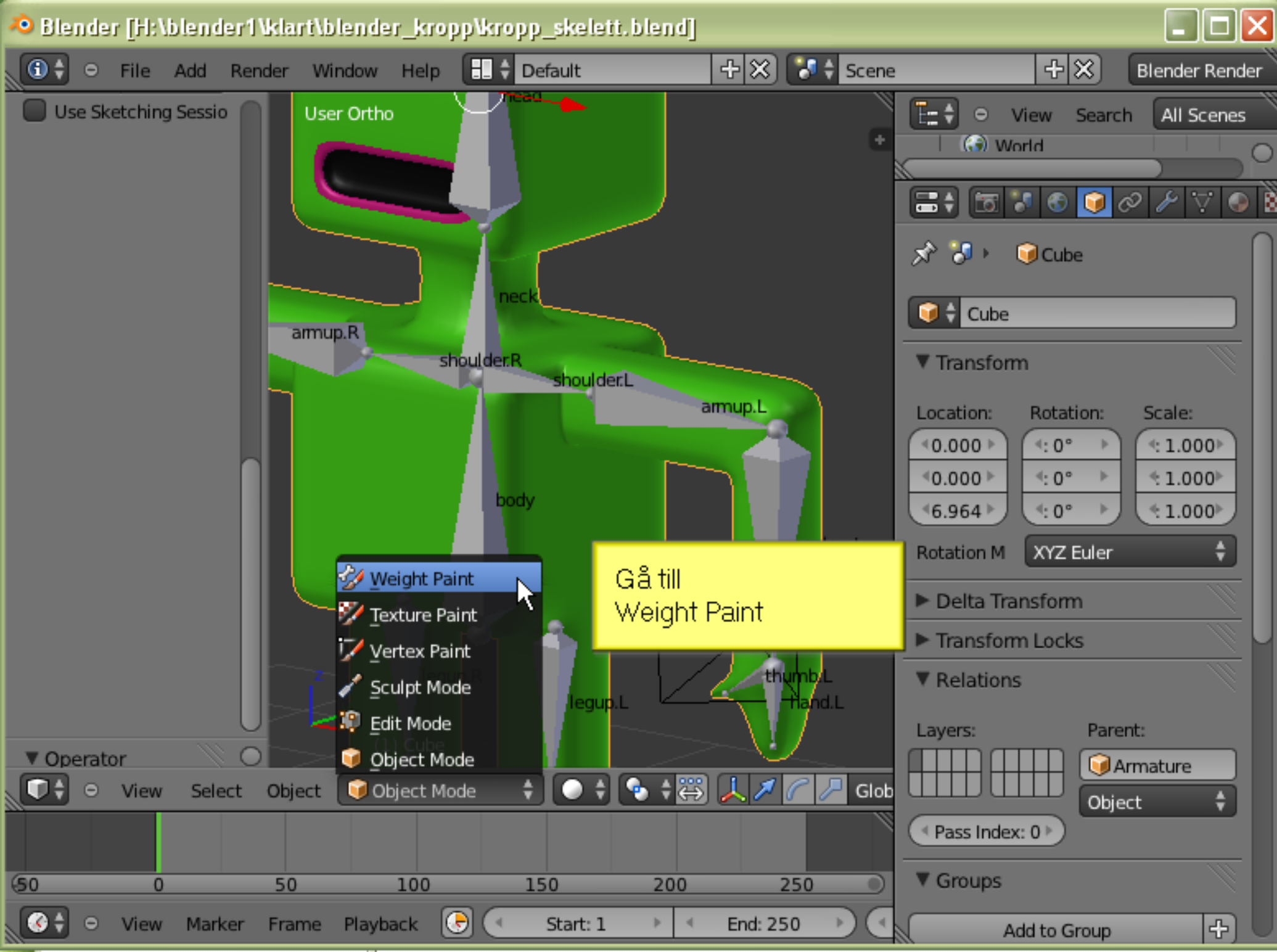
ESC-tangenten
avbryter en rotation

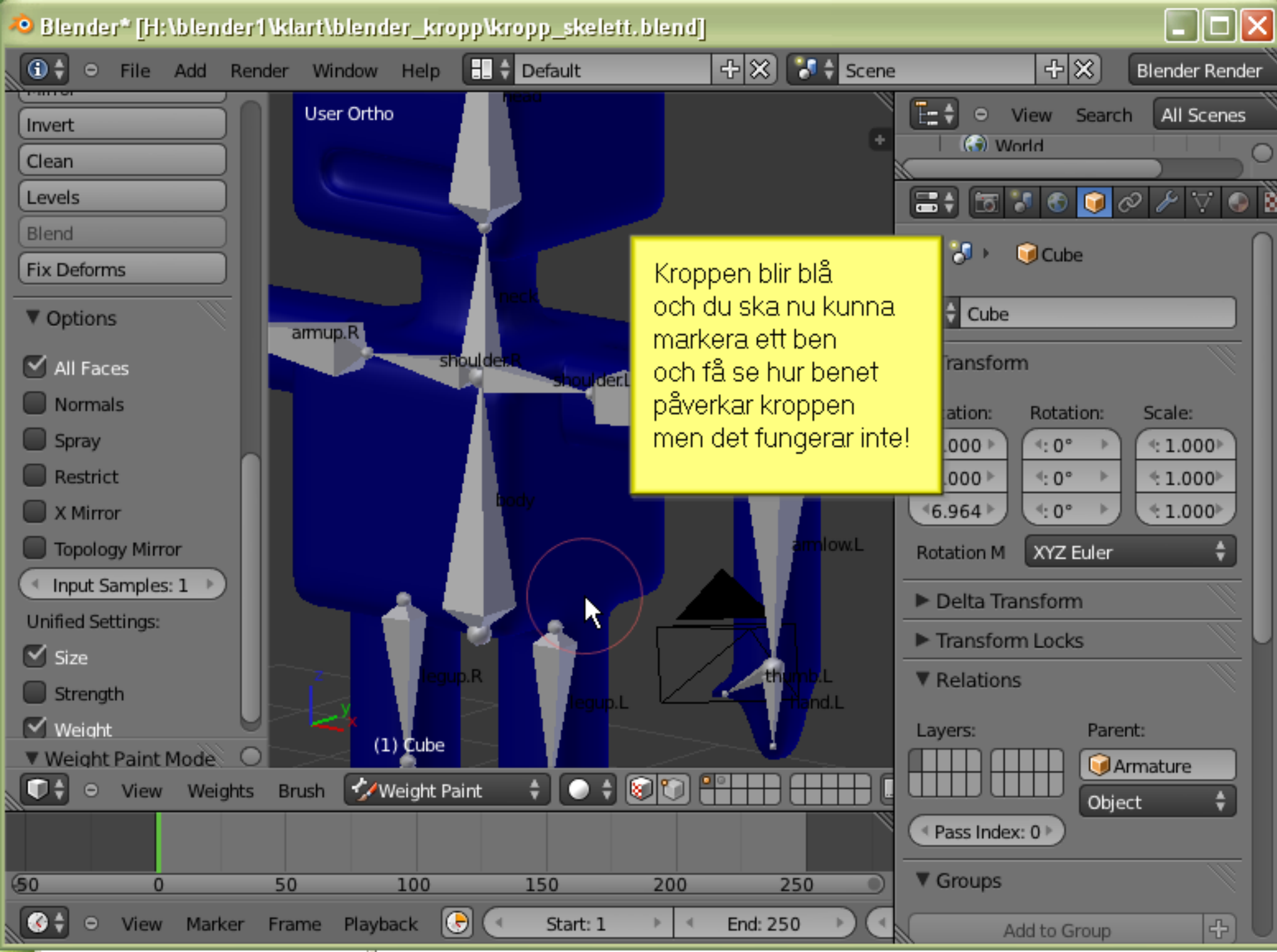
CTRL+Z
för att ångra en rotation

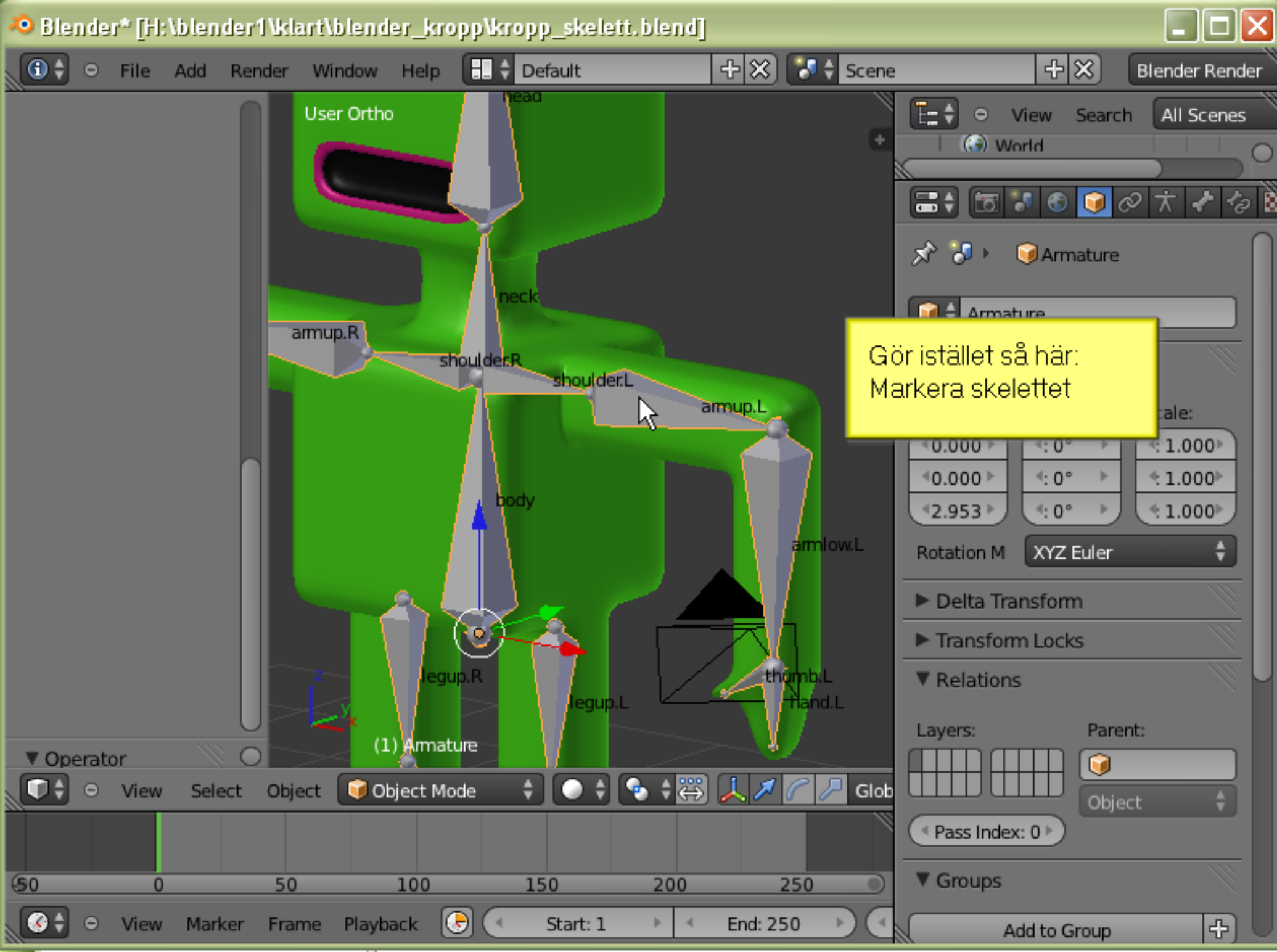
Du kan med A-tangenten
välja alla ben
för att sen med
ALT+R
ångra alla rotationer
ALT+G
för att ångra alla förflyttningar

ALT+R
ångrar rotationen av
ett valt ben.
ALT+G
ångrar förflyttningen av
ett valt ben.



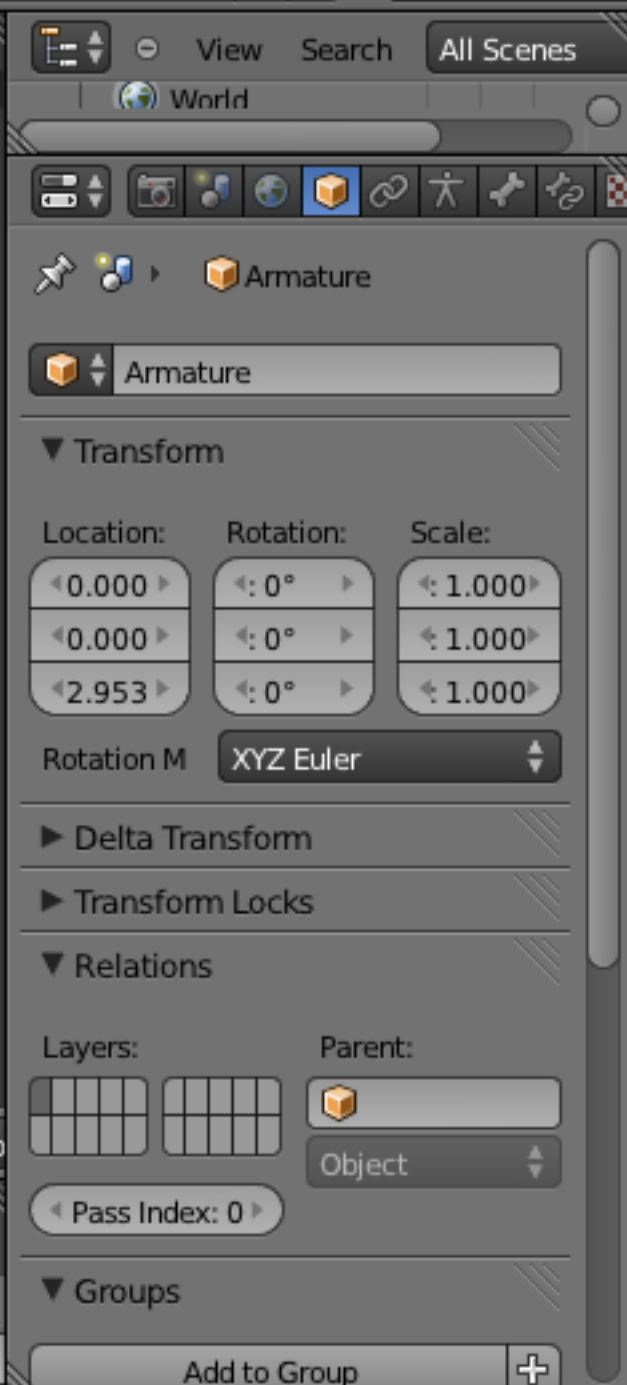
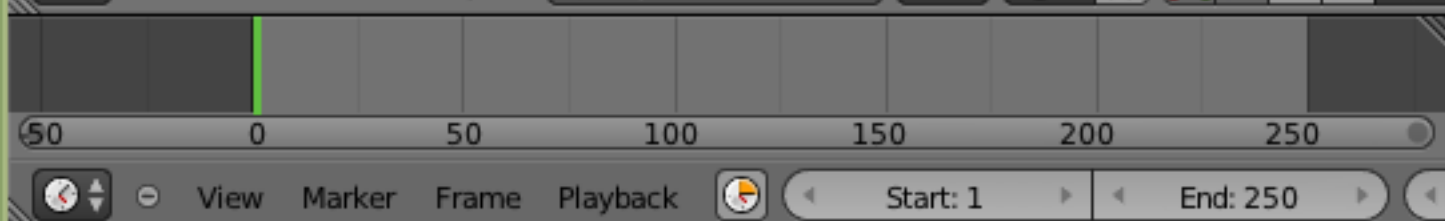


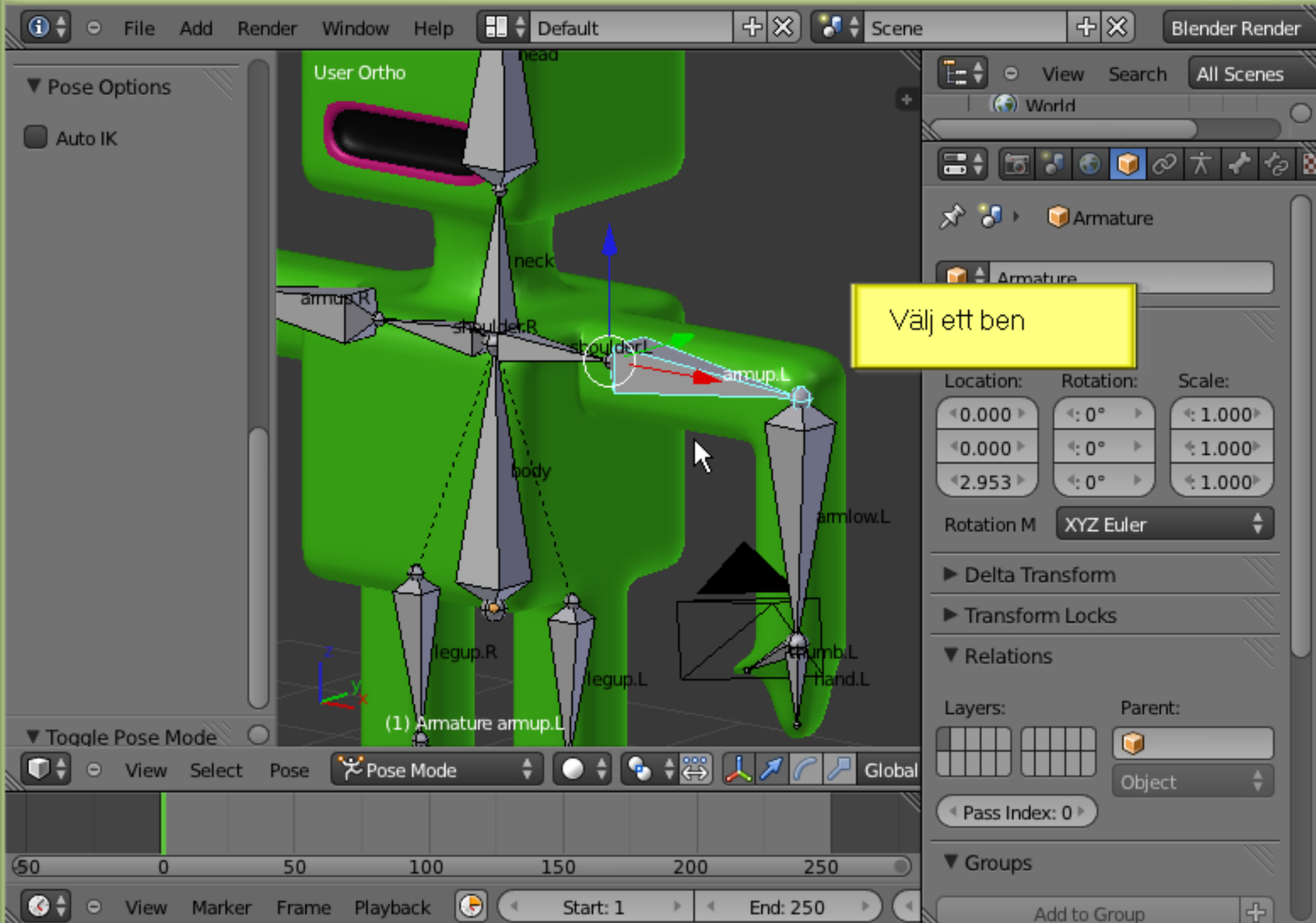


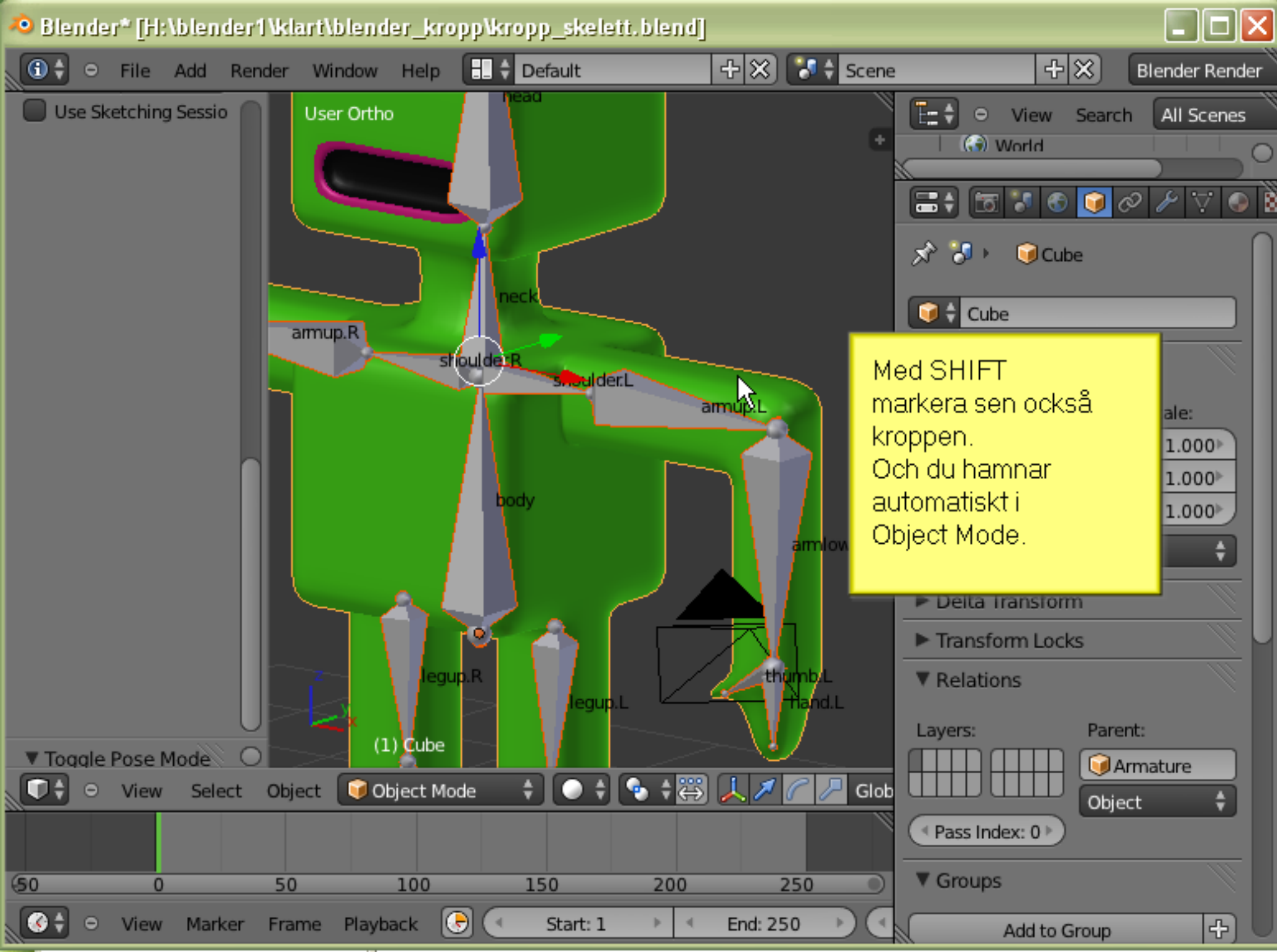


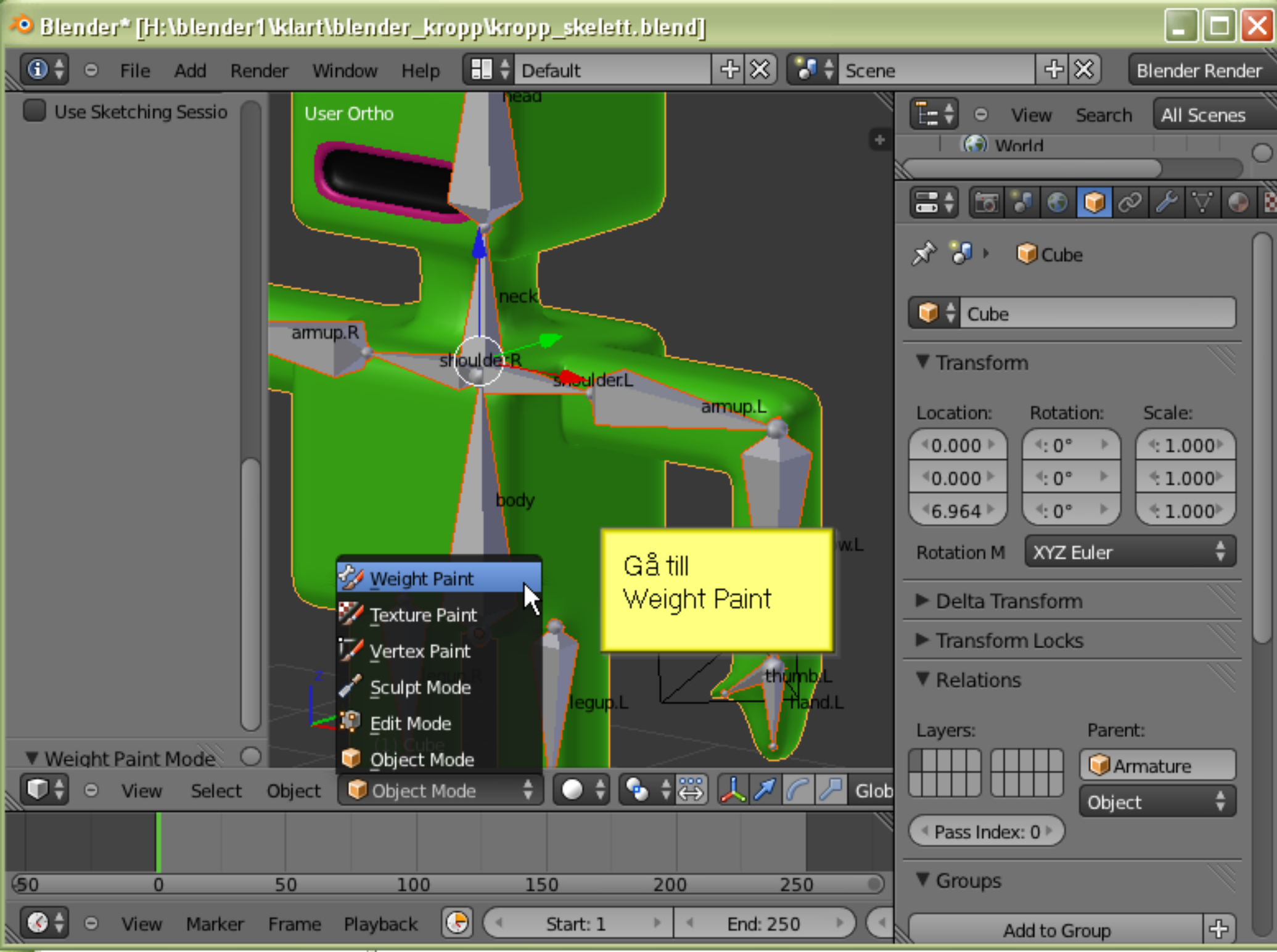


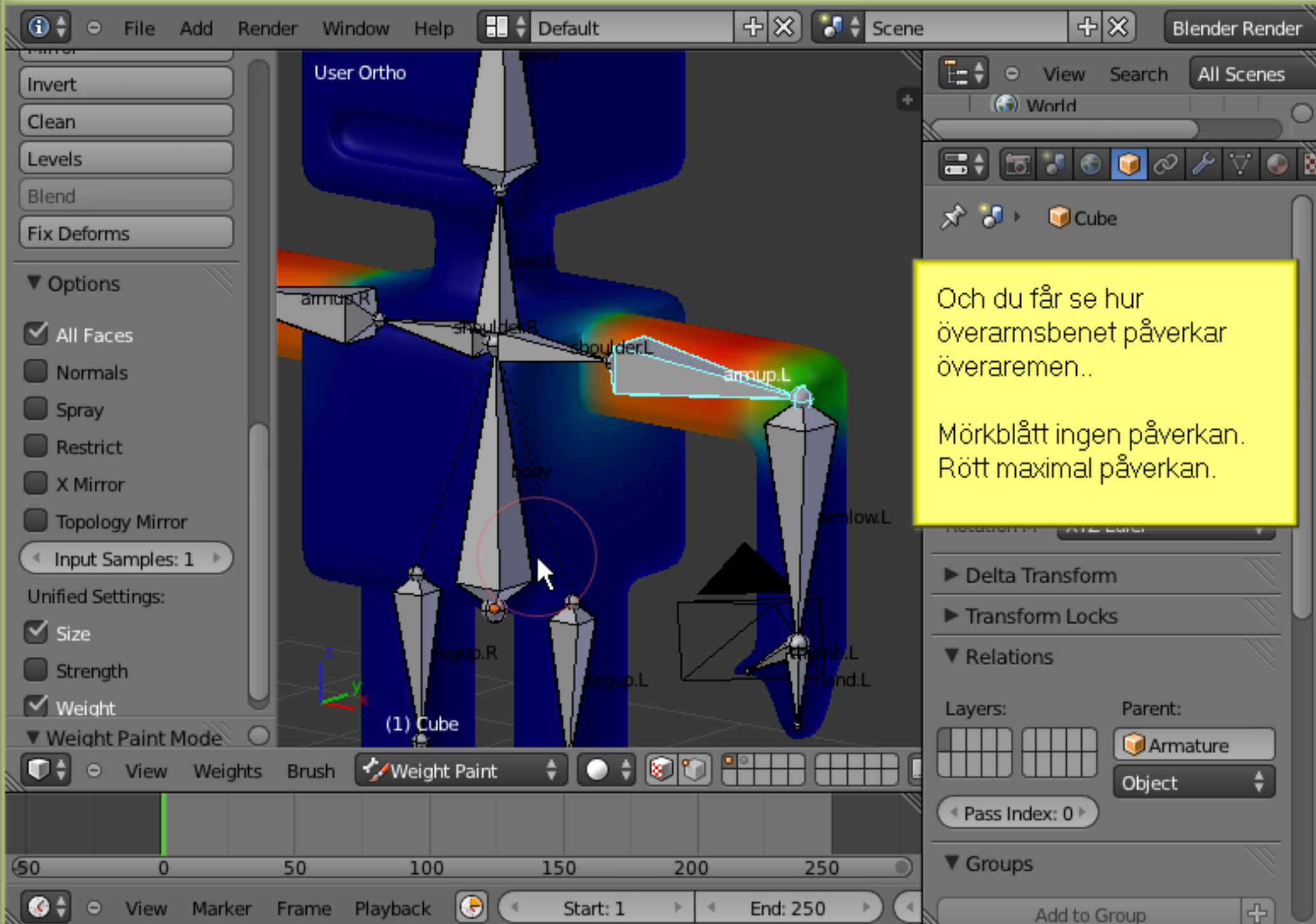
Gå till
Pose Mode

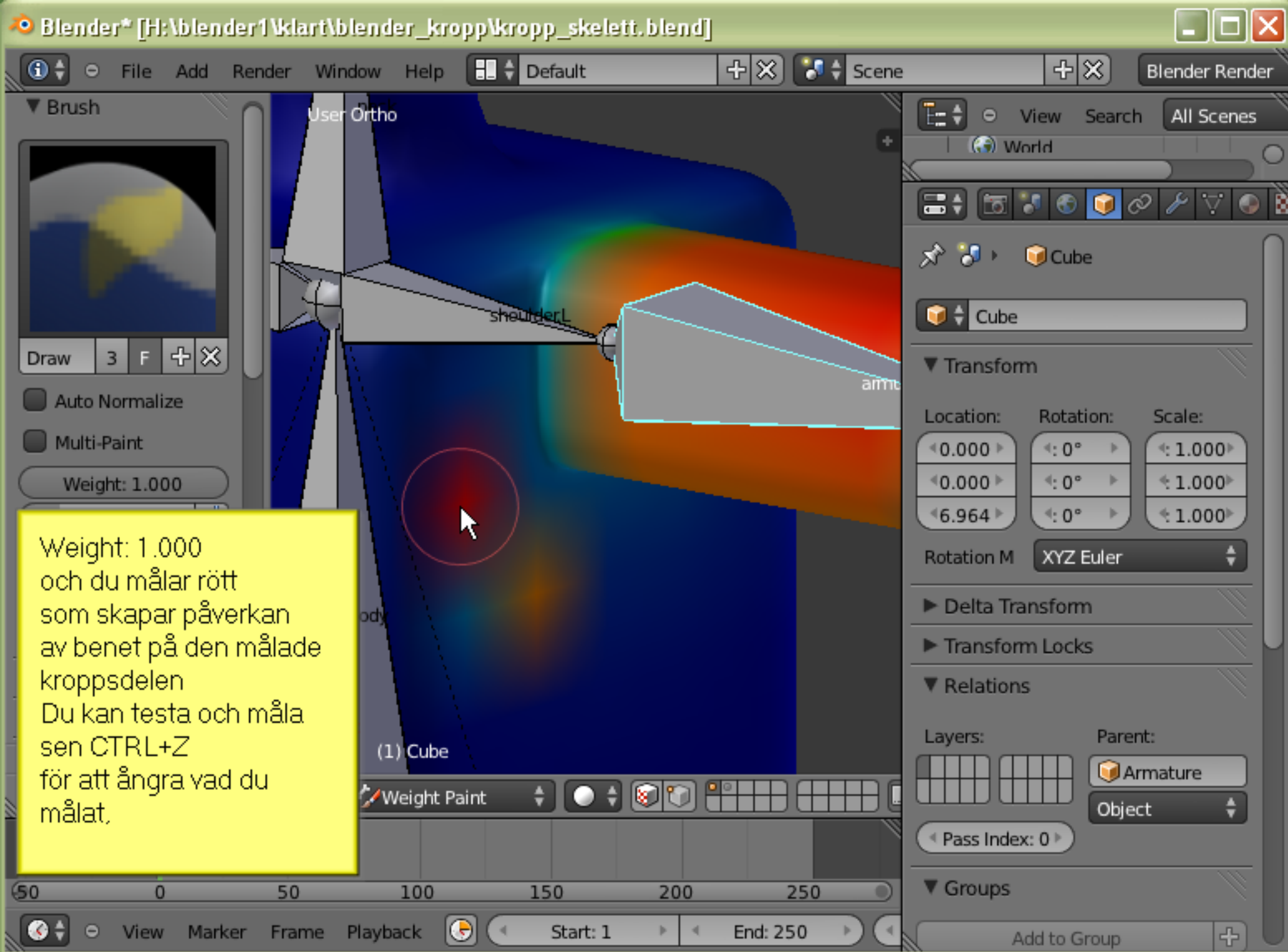


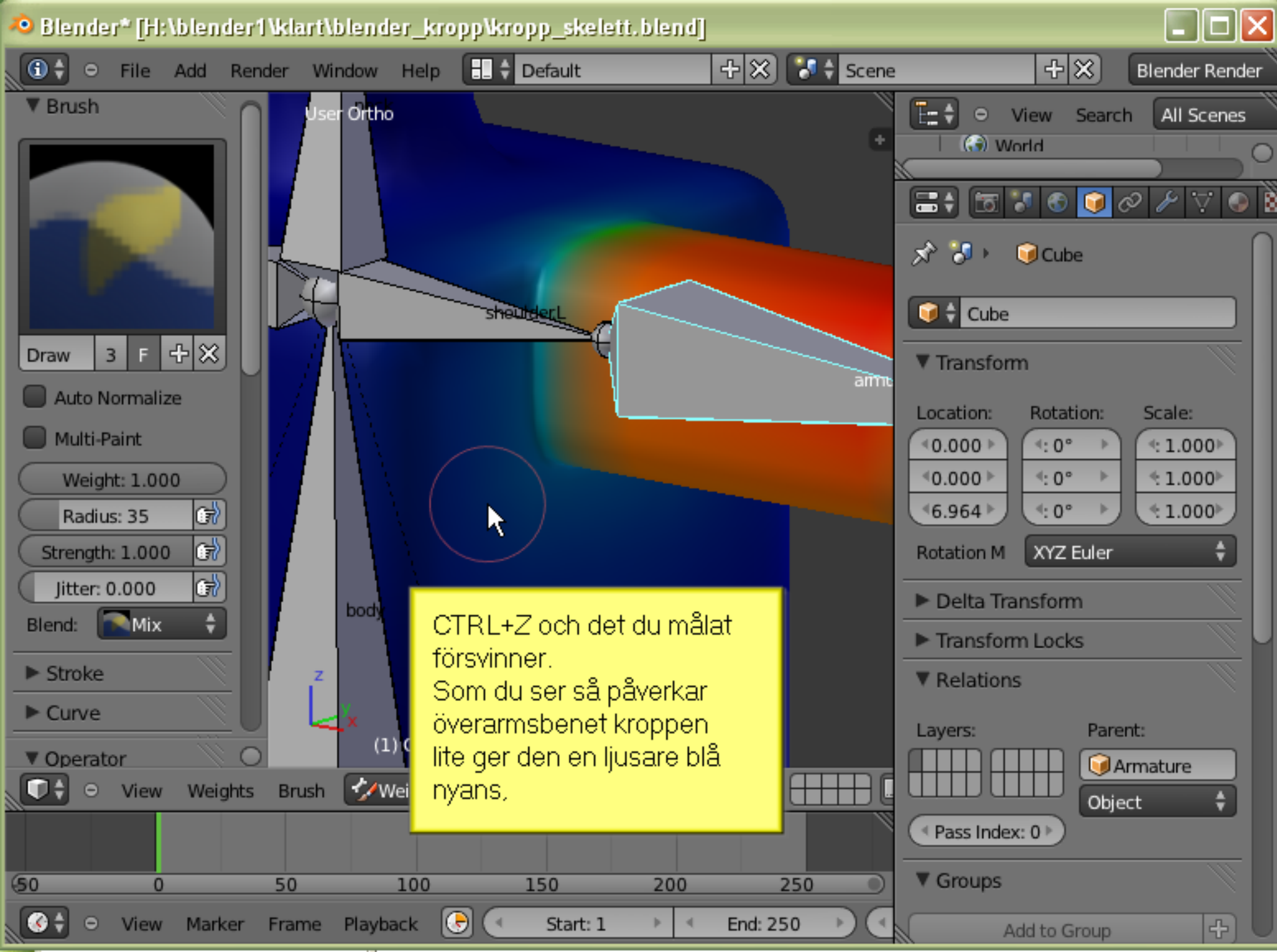


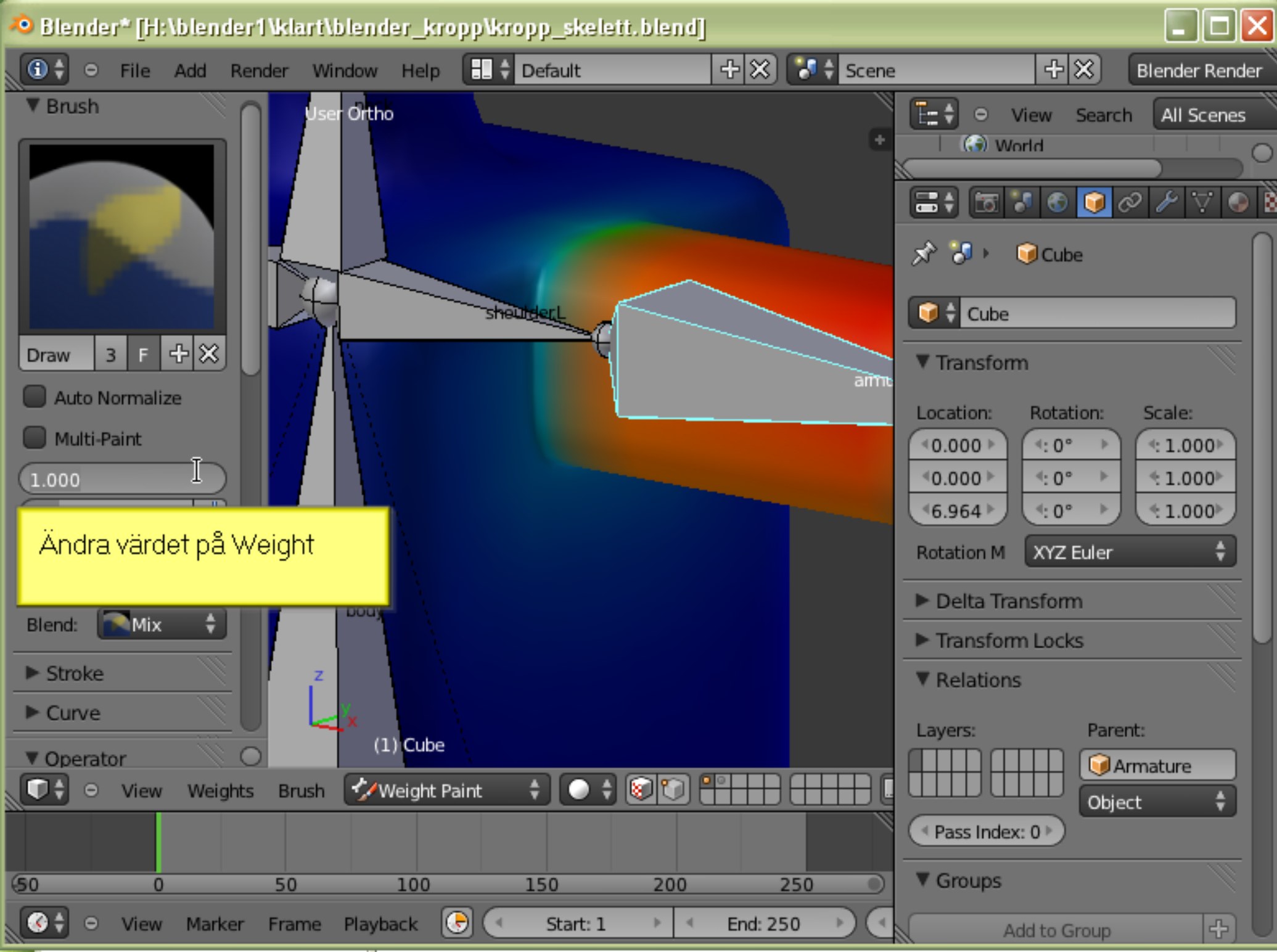












Blender interface showing a 3D model of a character's arm and shoulder. The interface includes a top menu bar (File, Add, Render, Window, Help), a left sidebar (Brush, Operator), a central 3D Viewport, and a right sidebar (Properties).

Brush Panel (Left Sidebar):

- Draw: 3 F + X
- Auto Normalize: ☐
- Multi-Paint: ☐
- Value: 0

Operator Panel (Left Sidebar):

- View: ☐ Weights: ☐ Brush: ☒ Weight Paint: ☐

3D Viewport:

- View: User Ortho
- Object: (1) Cube
- Labels: shoulderL, arm

Properties Panel (Right Sidebar):

- Object: Cube
- Transform:
 - Location: 0.000, 0.000, 6.964
 - Rotation: 0°, 0°, 0°
 - Scale: 1.000, 1.000, 1.000
 - Rotation M: XYZ Euler
- Delta Transform
- Transform Locks
- Relations:
 - Layers: ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐
 - Parent: Armature
 - Object: ☐
 - Pass Index: 0
- Groups: Add to Group

Timeline (Bottom):

- View: ☐ Marker: ☐ Frame: ☐ Playback: ☐
- Start: 1 End: 250

Skriv in värdet 0

Du målar sen mörkblått
för att ta bort
all påverkan.



☐ Multi-Paint

Weight: 0.000

► Stroke

► Curve

▼ Operator

View Weights Brush Weight Paint

shoulderL

armb

body

(1) Cube

View

Search

All Scenes

 World Cube

Cube

▼ Transform

Location:

Rotation:

Scale:

0.000

0°

◀: 1.000 ▶

0.000

◀: 0° ▶

1.000

Rotation M

XYZ Euler

► Delta Transform

► Transform Locks

▼ Relations

Layers:

Parent:

 Armature

Object

◀ Pass Index: 0 ▶

▼ Groups

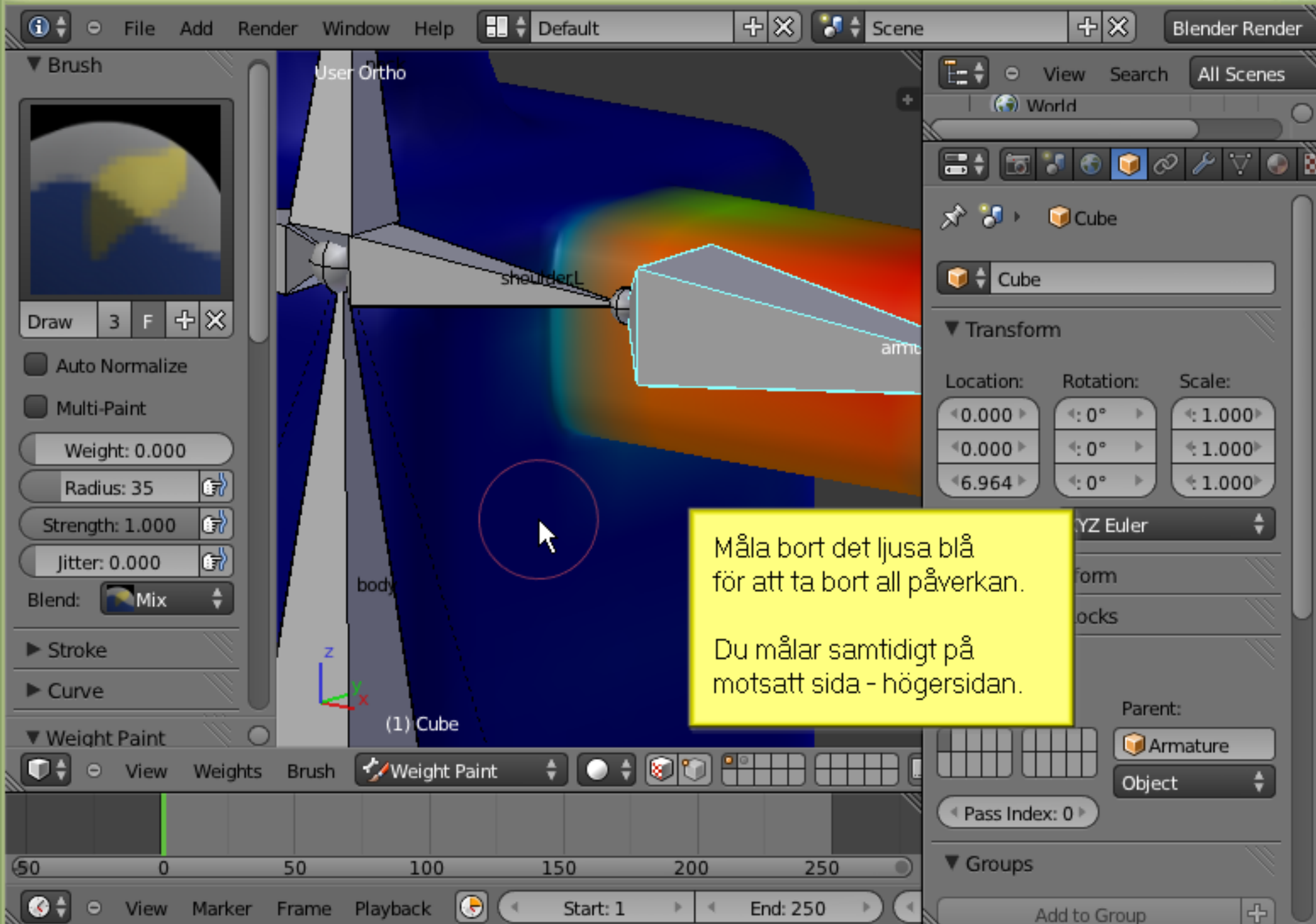
Add to Group

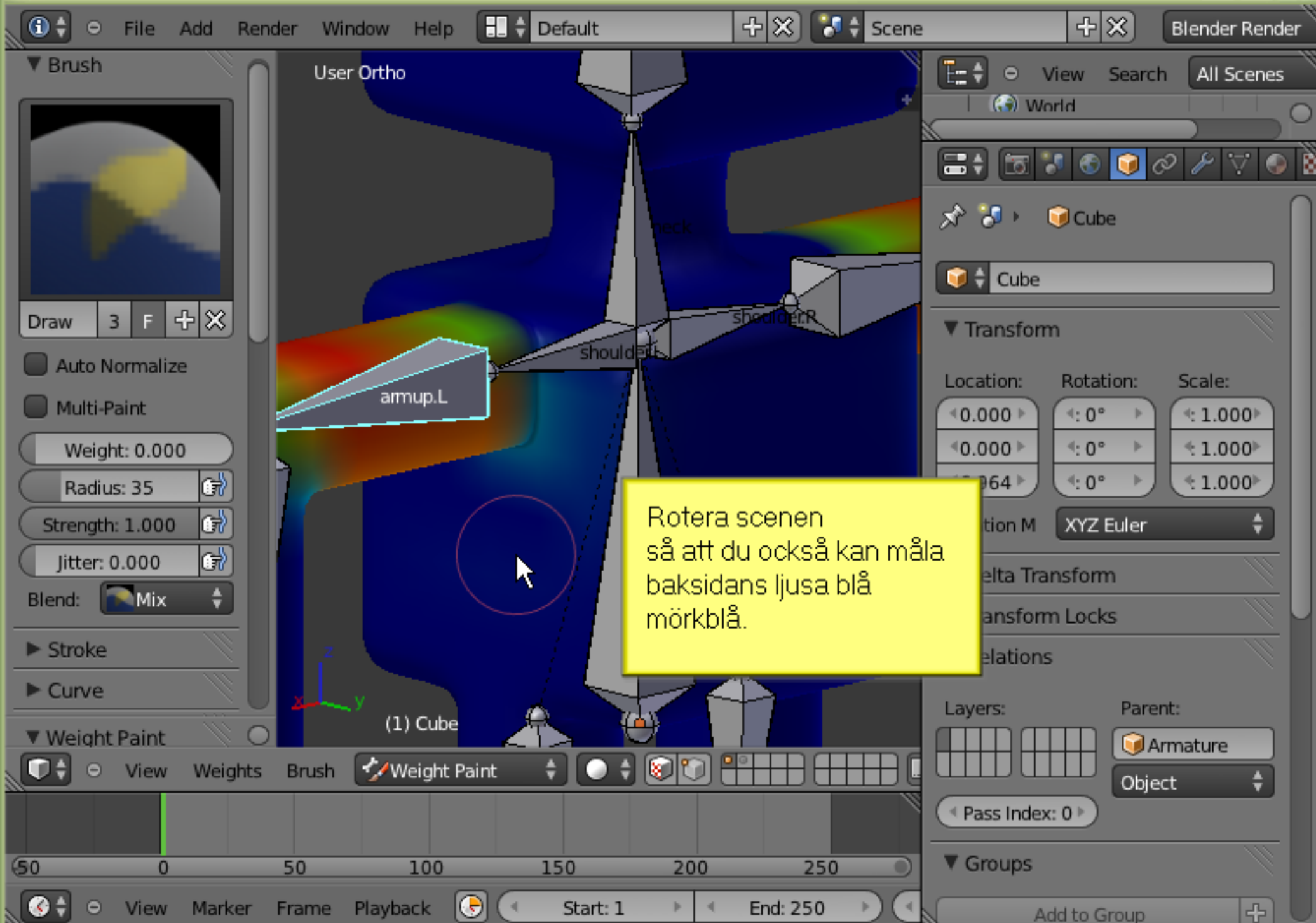
	+
--	---

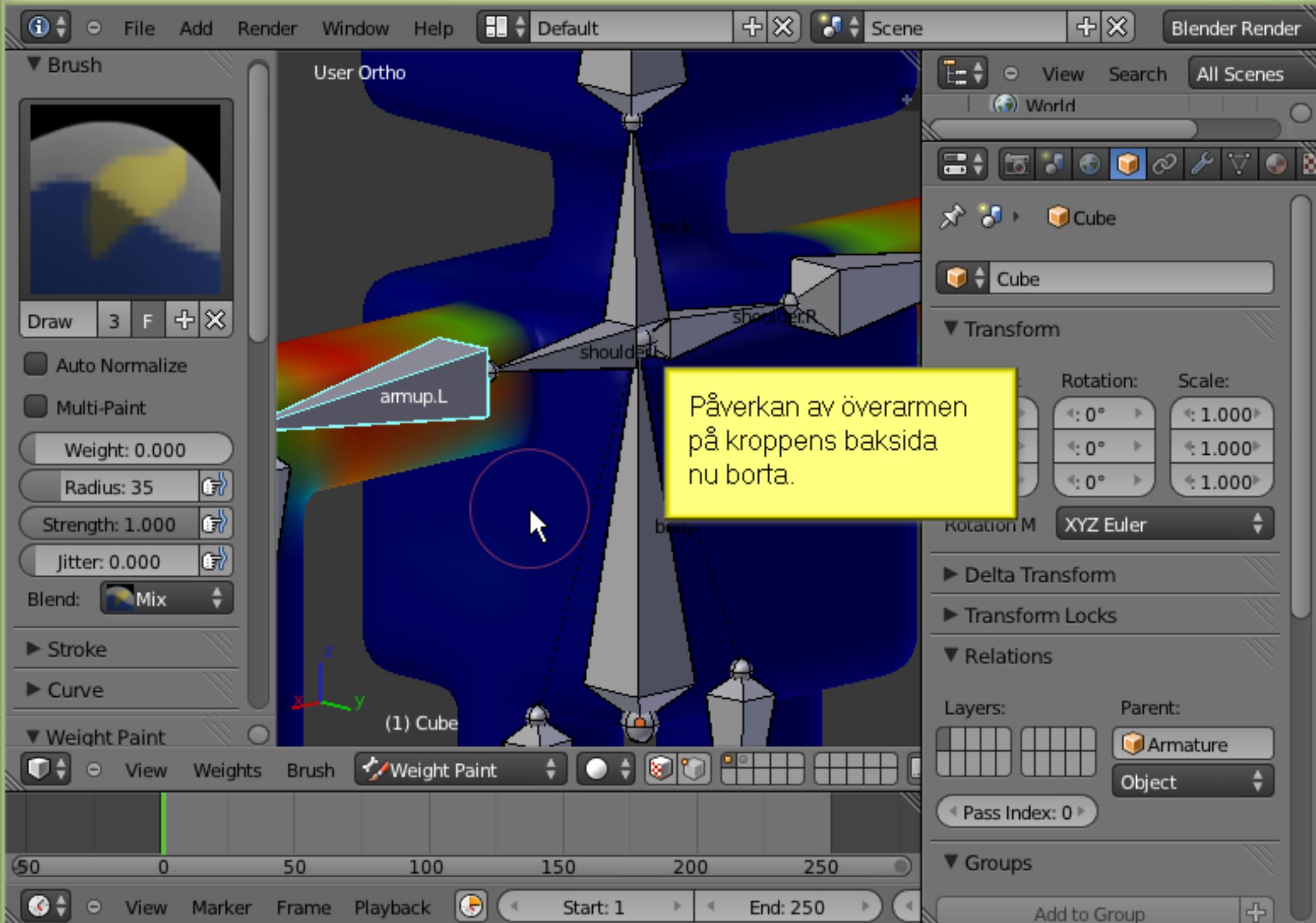
View Marker Frame Playback

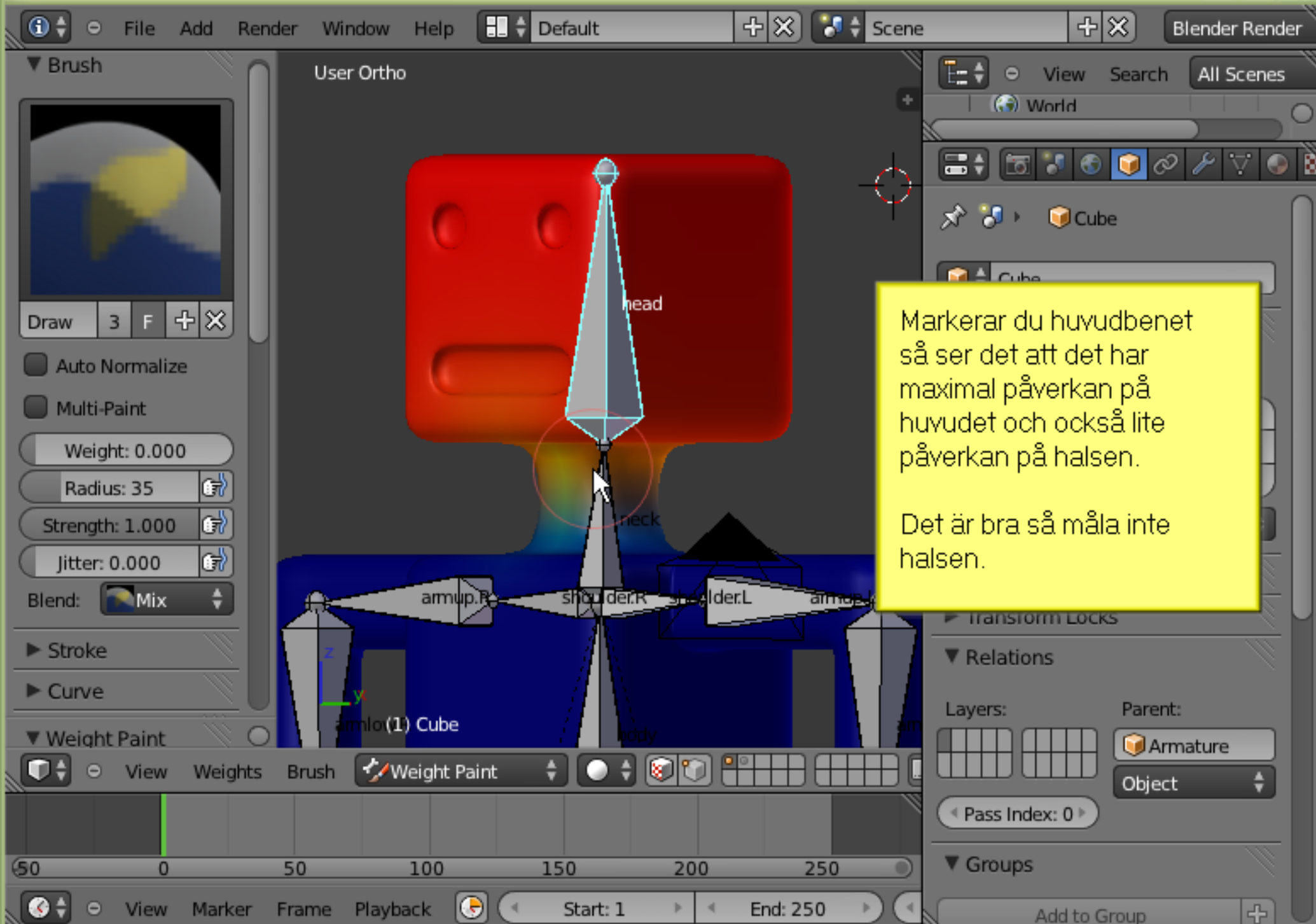
Start: 1

End: 250





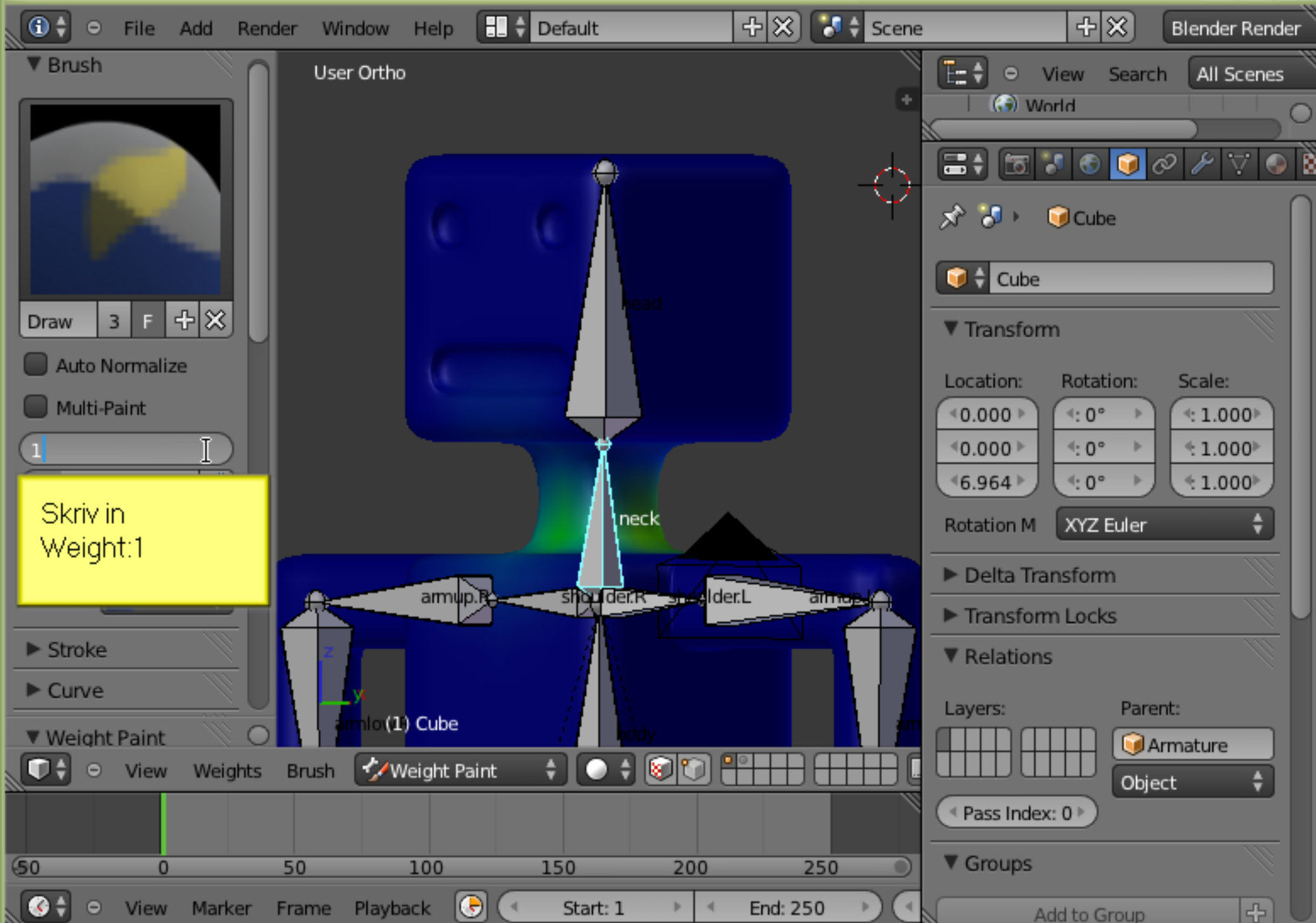




Blender interface showing a 3D model of a character skeleton in the center viewport. The viewport is in "User Ortho" view. The model includes a head, neck, and torso. A red circle highlights the neck area, indicating a weight paint operation. The left sidebar shows the "Brush" tool settings: Draw, 3, F, +, X, Auto Normalize, Multi-Paint, Weight: 0.000, Radius: 35, Strength: 1.000, Jitter: 0.000, Blend: Mix. The right sidebar shows the "Scene" collection, a "Cube" object, and the "Relations" panel with "Parent: Armature" and "Object" selected. A yellow text box on the right contains the following text:

Markerar du halsbenet så ser du att det har lite påverkan på halsen. Du kan öka påverkan genom att måla halsen röd.

The bottom status bar shows the timeline with "Start: 1" and "End: 250".



Blender interface showing a 3D model of a character skeleton in the center viewport, viewed in User Ortho mode. The model includes a head, neck, shoulders, arms, and torso. A yellow callout box points to the neck area with the text "Och måla halsen röd." (And paint the neck red).

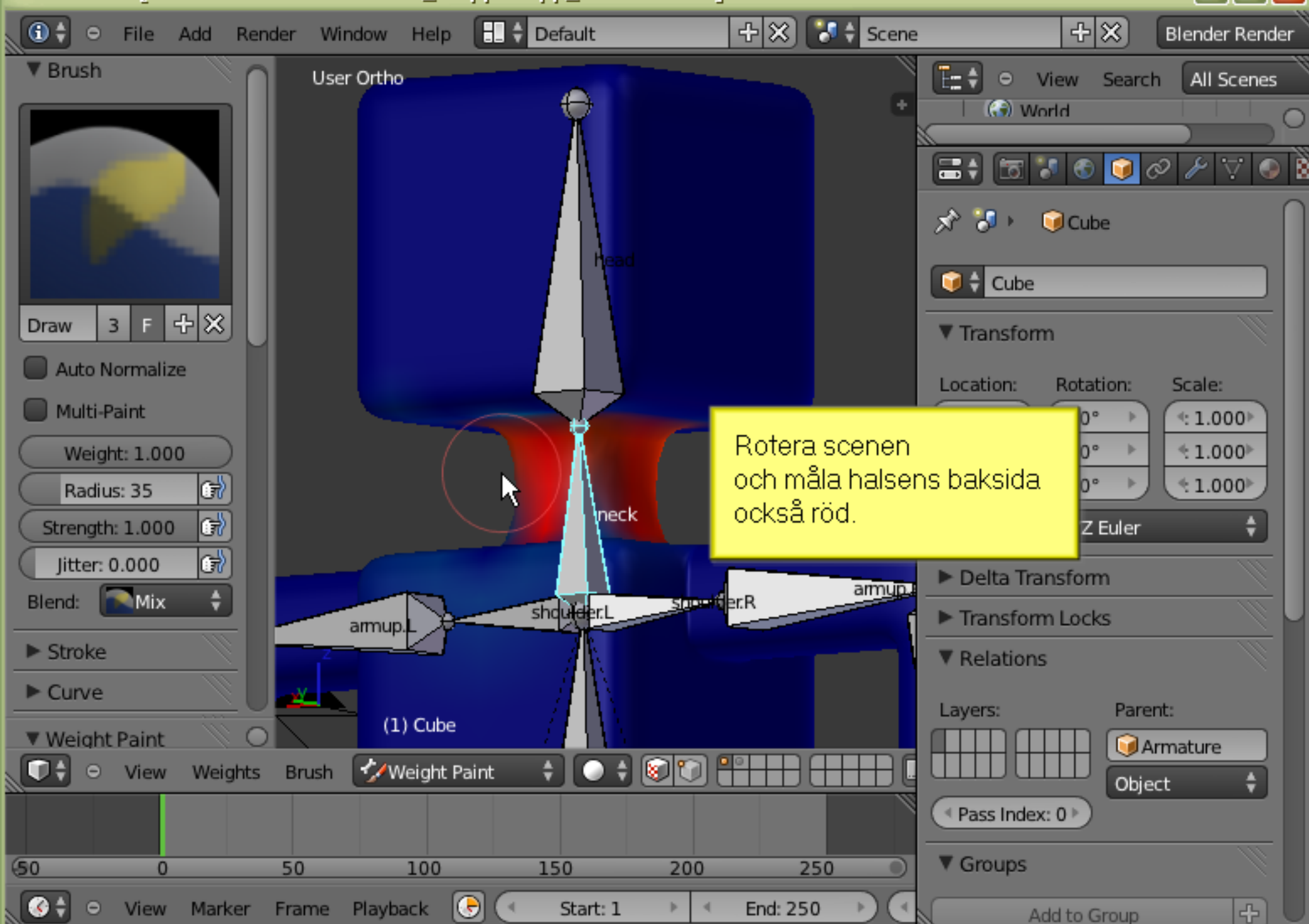
The left sidebar shows the Brush tool settings:

- Draw: 3 F + X
- Auto Normalize: ☐
- Multi-Paint: ☐
- Weight: 1.000
- Radius: 35
- Strength: 1.000
- Jitter: 0.000
- Blend: Mix
- Stroke: ☐
- Curve: ☐

The right sidebar shows the Transform panel for the selected Cube:

- Location: 0.000
- Rotation: 0°
- Scale: 1.000
- XYZ Euler

The bottom status bar shows the timeline with markers for View, Marker, Frame, and Playback, with a range from Start: 1 to End: 250.



Blender interface showing a 3D model of a character's head and neck in Edit Mode. The view is set to User Ortho. The model is colored blue and red. A yellow box highlights the text "Gå till Object Mode" (Go to Object Mode).

The interface includes the following panels and controls:

- Top Bar:** File, Add, Render, Window, Help. Default, Scene, Blender Render.
- Left Panel (Brush):**
 - Draw: 3, F, +, X
 - Auto Normalize
 - Multi-Paint
 - Weight: 1.000
 - Radius: 35
 - Strength: 1.000
 - Jitter: 0.000
 - Blend: Mix
 - Stroke
 - Curve
 - Weight Paint
- Right Panel (Properties):**
 - View: Search, All Scenes
 - World
 - Cube
 - Transform:
 - Location: 0.000, 0.000, 6.964
 - Rotation: 0°, 0°, 0°
 - Scale: 1.000, 1.000, 1.000
 - Rotation M: XYZ Euler
 - Delta Transform
 - Transform Locks
 - Relations:
 - Layers: 4x4 grid
 - Parent: Armature, Object
 - Pass Index: 0
 - Groups: Add to Group
- Bottom Bar:** View, Marker, Frame, Playback. Start: 1, End: 250.

